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THE

CHESS JOURNAL.

VOL. VI. SEPTEMBER, 1873. NO. 43.

JOSEPH NEY BABSON.

In the quiet domain of chess, as in the bustling, busy world around us, we are constantly being called upon to hail the advent of some new luminary, or deplore the sudden extinction of others whose sparkling inspirations of genius upon the checquered arena have led us to regard their honored names with emotions of the warmest admiration.

Through the grim shadow of the grave, or the less appalling necropolis of self-imposed seclusion, alluring Caissa has within the past few years lost many of her most illustrious votaries: but while one after another of this nebulous train is rapidly passing away clusters of new stars are as incessantly appearing above the chess horizon, and with eager, struggling enthusiasm speeding their way to future eminence. One of these lights, giving promise of more than ordinary splendor, has recently become visible in the subject of our present sketch.

Mr. Joseph N. Babson was born at Pigeon Cove, Mass., on the 26th of December, 1852, and notwithstanding, that he has yet devoted

but the leisure moments of a few months to the study of chess— having been taught the moves and the elementary principles of the game during the winter of 1871-72—— his works have already shed a radiance around him, that will not suffer from a comparison with the achievements of many older and more ambitious aspirants. Owing to the scarcity of players in the village in which he resides, Mr. Babson has been compelled to confine himself chiefly to the theoretical study of the game, and to the construction of those beautiful pieces of chess strategy which have recently been scattered over the country but he has never failed to measure his lance with older practitioners whenever an opportunity to do so has been presented to him, and in games by correspondence as often as he has found one willing to enter into these slow, but delightful, epistolary contests, or over the board when some lucky chance has thrown a foeman in his way, he has fought and won many a well earned battle.

Some time since while lamenting over his inability to indulge his ardent passion as fully as he desired in consequence of the almost total absence of chess players in his vicinity, he conceived the project of kindling a little chess fire among the villagers, and with this purpose in view he purchased and presented to a young friend, whom he had previously initiated into the mysteries of the

game, a handsome set of chessmen and board on condition that the recipient should find an opponent, and, during the "fashionable" hours of the afternoon when the streets are mostly thronged with promenaders, play a number of games in some conspicuous place upon the principal thoroughfare where they could not fail to attract attention.

This brilliant COUP D' ETAT worked with magical effect, and in less than a week a goodly brigade of neophytes had been gathered into the fold, while several old and excellent players were brought to light.

He has lately made several visits to the Boston Chess Club and encountered some of the leading athletes of that venerable institution with marked success.

Aside from his chess talent Mr. Babson is an excellent draughtsman and penman, and the pen-drawings of chess problems which he has recently executed and presented to some of his friends bear witness to a wonderful proficiency in the art.

We commend the following specimens of Mr. Babson's chess skill to the attention of our readers, confident that they will derive both pleasure and profit from their examination. One of his earliest productions, which was first presented to the public in the HARTFORD WEEKLY TIMES under the NOM DE PLUME of Jack Spratt and has since appeared in the LONDON ILLUSTRATED NEWS, evinced

a remarkable originality for one who had at that time scarcely devoted six months to the study of his newly chosen science, and we take pleasure in reproducing it below.

This ingenious novelty which may well be classed among the "Curiosities of Chess," will be found to contain no less than eight distinct problems upon a single diagram.

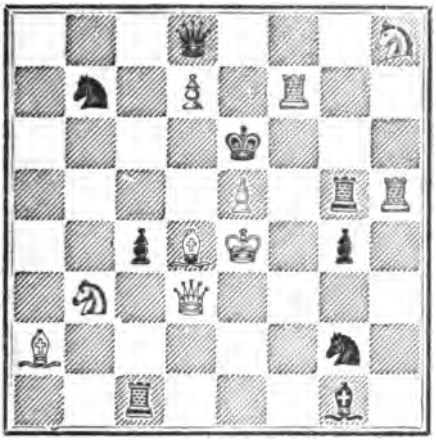
THE OLD CURIOSITY SHOP.

REGULAR PROBLEM NO. 671.

BY JOSEPH N. BABSON.

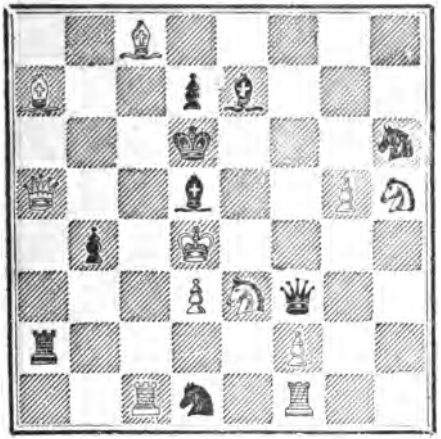
White to play and mate in three moves.

Problem No. 672. By Joseph N. Babson,



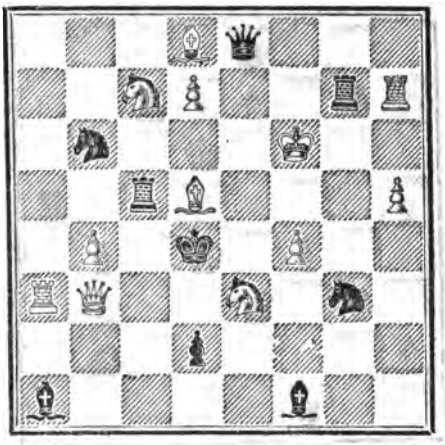
Either mates or sui-mates in two moves.

Problem No. 673. By Joseph N. Babson.



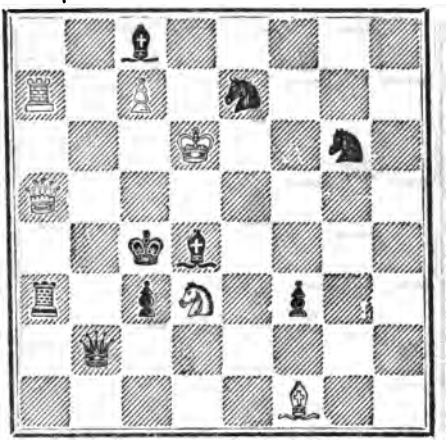
Either mates or sui-mates in two moves.

Problem No. 674. By Joseph N. Babson.



Either mates or sui-mates in two moves.

Problem No. 675. By Joseph N. Babson.

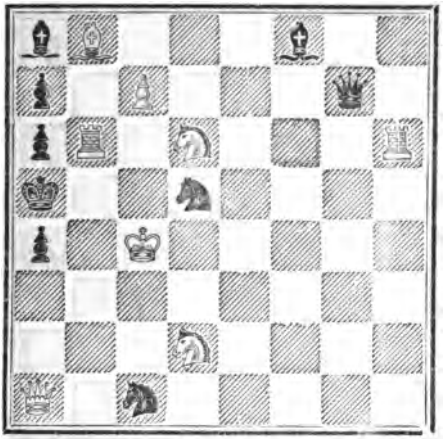


Either mates or sui-mates in two moves.

Problem No. 676. By Joseph N. Babson.

Either mates or sui-mates in two moves.

Problem No. 677. By Joseph N. Babson.

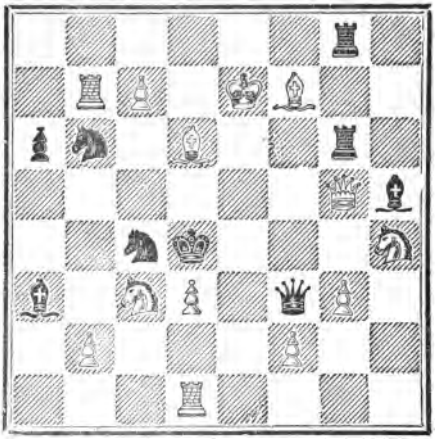


Either mates or sui mates in two moves.

Problem No 678. Joseph N. Babson.

Either mates or sui-mates in three moves.

Problem No. 679 Joseph N. Babson.



Either sui-mates in three moves.

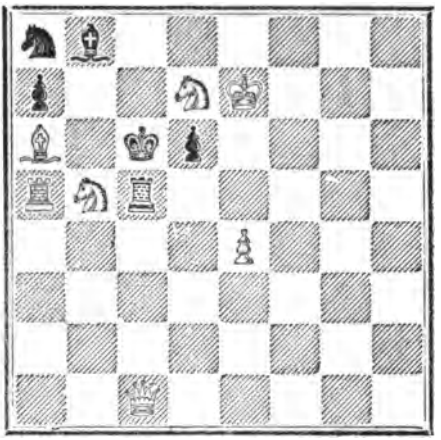
Problem No 680. Joseph N. Babson.

In how few moves can White mate?

Problem No. 681. Joseph N. Babson.

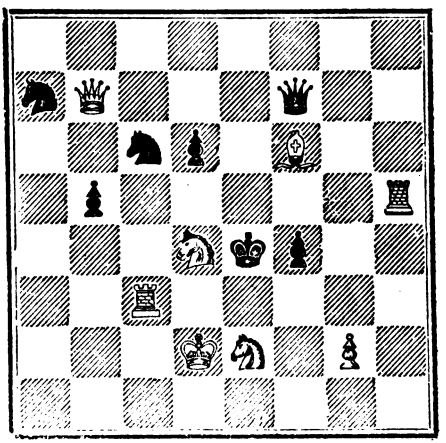
White mates in two moves.

Problem No. 682. By Joseph N. Babson.



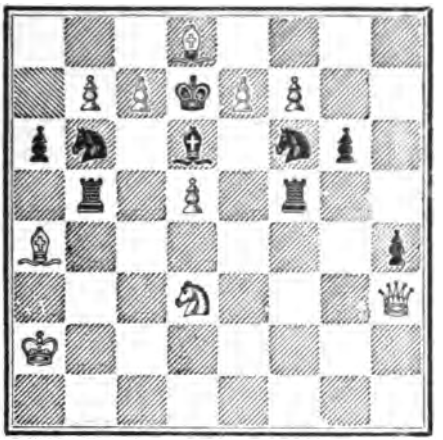
White mates in two moves.

Problem No. 683. By Joseph N. Babson.



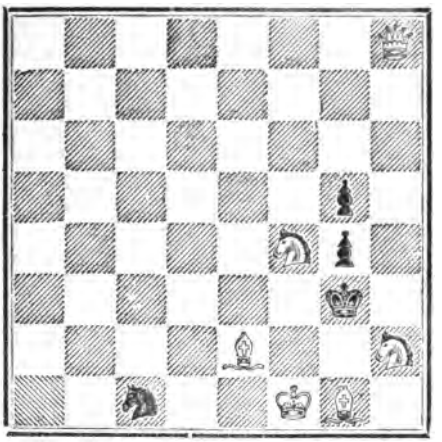
White mates in two moves.

Problem No. 684. By Joseph N. Babson.



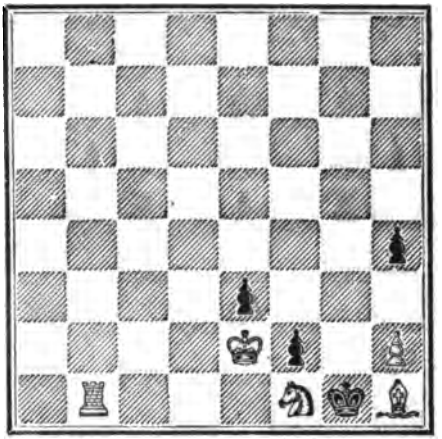
White mates in two moves.

Problem No. 685. By Joseph N. Babson.



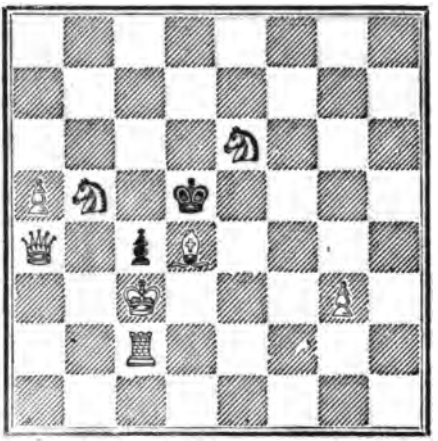
White mates in two moves,

Problem No. 686. By Joseph N. Babson,



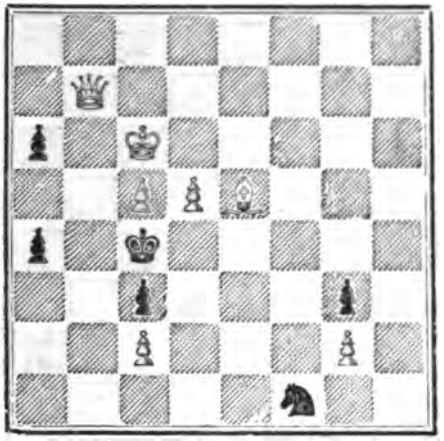
White mates in three moves.

Problem No. 687. By Joseph N. Babson.



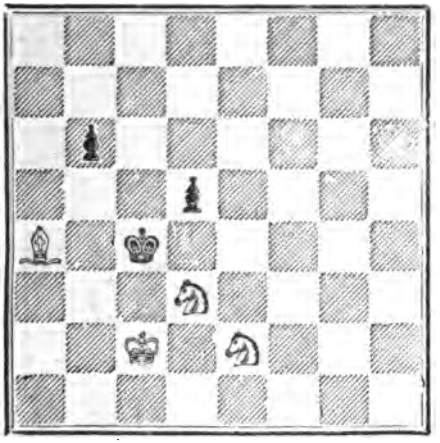
White mates in three moves.

Problem No. 688. By Joseph N. Babson.



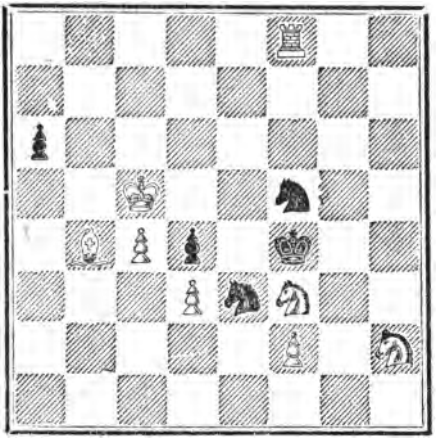
White mates in three moves.

Problem No. 689. By Joseph N. Babson.



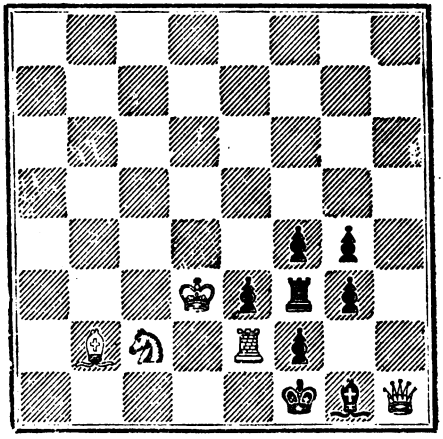
White mates in three moves.

Problem No. 690. By Joseph N. Babson,



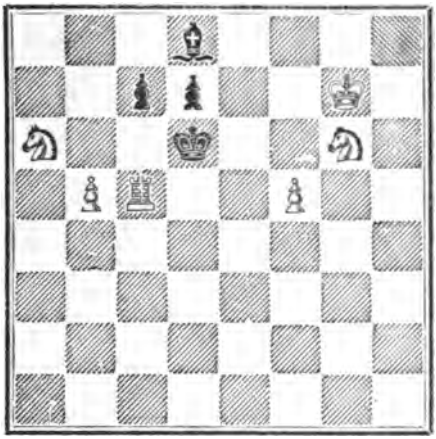
White mates in three moves.

Problem No. 691. By Joseph N. Babson.



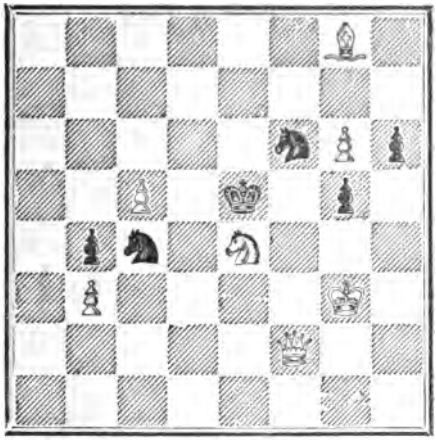
White mates in three moves.

Problem No. 692. By Joseph N. Babson.



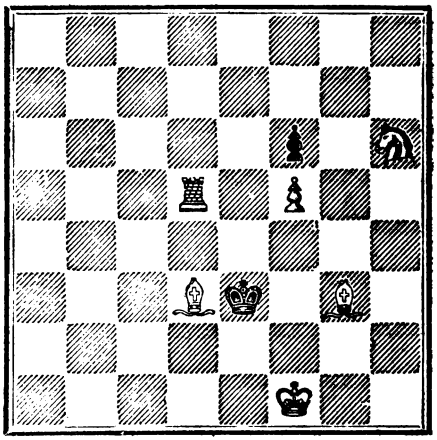
White mates in three moves.

Problem No. 693. By Joseph N. Babson.



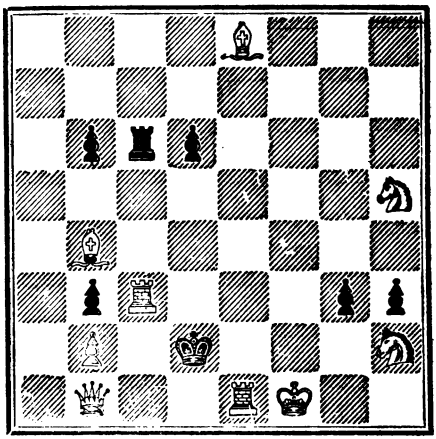
White mates in three moves.

Problem No 694. Joseph N. Babson.



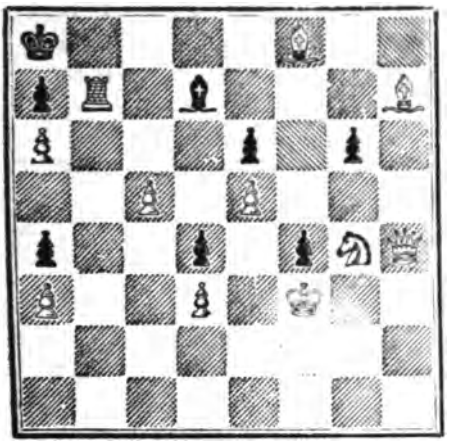
White mates in four moves,

Problem No. 695 Joseph N. Babson.



White compels sui-mate in eight moves.

Problem No. 696. By Joseph N. Babson.



White compels sui-mate in sixteen moves without making a capture.

SOLUTIONS.

☞ It is not considered necessary to give the last move in Solutions.

451. 1 K K 7 — K × S — 2 S B 6
——— — B × S — R B 5+
——— — Q R 5+ — S B 6+
——— — Q B 6 or S 7 — R B 5+
also 1 S × Q+ — K × S — 2 R × P
also 1 S K B 6+ — K × S — 2 K K 7

452 1 Q K 3 — B K 3
2 Q K 5+ — K B 4
3 Q Q 4+ — K Q 3
4 Q K 3 — —— — 5 Q mates.

P K 4
2 S×KP P Q 5
3 Q×P+ B —
4 S×P —— 5 Q mates.
K K 3
4 S B 3 —— 5 Q or S mates.

453 Q×QR 454 Q QR 6

455 1 Q K 5+ K×Q 2 S KB 7+

456 Q KB 3

457 1 Q Q 7 Q QB 5
2 R KR 7+ B×R 3 Q KS 7+
——— Q S
2 R×Q B KS 3 3 R×B
——— Q K +
2 Q×Q + B×R + 3 P×B +
——— Q K 3
2 Q×Q B S 6 3 R S 8 +

458 1 P×P ✓ Q QR 2 2 0—0 or K B 2±

459 Q KB 8

460 1 B K 6 P×B 2 R B 6

461 1 B Q 2 P Q 5
2 P R 4 P Q 6 3 S×SP

also 1 P R 4 then B Q 2 etc.

462 1 B B 5+ K B 6
2 B×KP P QB 7
3 P K 7 K Q 2 and Black wins, for the King stops K P, but how can the B stop the other pawns?

463 B KR 7 —— 2 R QS 6+ —— 3 Q Q 5+ —— 4 B Q 3+ ——
Q KS 2 R×R R×Q R×B±

	Q QB 5+	R QS 2+	S QR 5+
R×R	R×Q	K QB 5	R×S ±
	Q QS 6+	P Q 3+	Q QR 5+
B×S	K QB 5	K QB 6	R×Q ±

No. 464 Three Springers in sixteen ways.

465 1 Q QB P K S 6 2 K×P

466 1 Q QB and mates next move.

467 1 R QS 8 R› R 2 P×R (Q) or (R)

468 1 Q KB 7 B K 5

2 Q S 8+ S×Q 3 S B 7+

K R 2

2 S×B+ K×S 3 Q B 6+

K S B 4

2 S×B S S 2 3 Q S 8+

S K 3

2 S B 6 B S 2 3 Q S 8+

469 1 S QR 5+ K×S 2 Q Q

470 1 B Q 8 K Q 3 or 5 2 Q Q 3+

P B 4 B B 7+

also 1 Q Q 3 P B 4 2 P K 3 or 4

471 1 R K 6+ S×R 2 S KB 3+

K›R Q K 7+

472 1	2	3	4
K S 2	Q S	Q B 5	Q mates
K K 5	K Q 4	K —	
		S S 3	Q ±
	K B 6	K —	

	Q S 3	Q KB 3	B ±
K × S	K —	K —	
	Q B 4	S B 4	Q ±
K Q 7	K —	K —	

ALSO

B S 7	B B 8	S S 3	Q KB 2 ±
K K 5	K B 6	K B 5	
	Q B 2+	B B 8	Q QB 5 ±
	K Q 4	K Q 3	
		S S 3	Q K 4 ±
	K B 6	K —	

473

1	P KS 7 (a)	KR × KRP
2	KR KB (b)	KR QB 7 +
3	K QS	R QS 6
4	R B 7+	K K 3
5	R S 6+	K Q 4
6	R Q 7+	K K 5
7	R KS 4+	K B 4 (c)
8	R S 5+	K B 3
9	R B 7+	K K 3 drawn.

(a) if Q R S S KB 4 etc.

(b) if 2 KR Q 7 3 R B 7+

(c) if 7 K B 6 8 R S 3+ / K B 7 9 R B 7+ wins

QUERIES: If 1 $\frac{\text{P S 7}}{\text{R} \times \text{P}}$ 2 $\frac{\text{a R KS}}{\text{———}}$ how to draw?

OR 1 $\frac{\text{———}}{\text{S} \times \text{R}}$ 2 $\frac{\text{P S 8 (Q)}}{\text{———}}$ can he draw?

474

	1	B S+		7	Q K R 6+
	2	S Q 4+		8	S K 3+
	3	Q Q S 8		9	B B 2
	4	Q K 4		10	Q K B 5+
	5	Q K B 3		11	S Q S 2
	6	Q K S 3		12	K S 5

13 $\frac{\text{Q} \times \text{RP (51)}}{\text{———}}$ 14 $\frac{\text{Q Q S 4}}{\text{P —}}$ 15 $\frac{\text{Q S 2+}}{\text{P} \times \text{Q} \pm}$

475

	1	Q K S 3		6	B K 4+
	2	Q K B 3+		7	B Q 3
	3	Q K 4+		8	S Q S 2
	4	Q Q B 7		9	S Q S 6+
	5	Q Q S 8		10	K Q S 5

476 1 S×S K×S 2 Q Q R 8 or Q +

477 1 S K B 4+ R×S 2 P K 5

478

	1	R K R 2			B R 2
	2	S Q 2			K×P
	3	R×P			K B 7
	4	S S 4+			P×S
	5	S S+			B B 7
	6	B K S 2			B B 4
	7	B Q R			P ±

479 1 K B 7 2 K S 6 3 S R 6 4 B ±

480 1 $\frac{\text{Q K 4+}}{\text{K R 4}}$ 2 $\frac{\text{P K B 7}}{\text{Q K S 4+}}$ 3 $\frac{\text{Q K S 6}}{\text{———}}$

481 1 R Q B P S 6 2 R Q R

482 1 B Q R P R 5 2 R Q S 2

483 1 R K B 3 P R 6 2 R K B 2

484 1 K Q B P S 6

2 P R 3 P — 3 Q Q R 5

——— P R 3

2 Q R 5 or S K B 7 etc.

485 1 Q Q B 3+ K×Q

2 P K 3 B×Q R P 3 R Q B 2+

——— K Q B 4

2 Q×Q B P+ K×Q 3 P K 3+

——— K×K P

2 R K S 5 P×R 3 B K S 2+

if 2 B K R 7 3 Q K B 3+ 4 S ±

486 1 S Q R 4 S Q 8

2 Q B×Q S P B×B 3 Q×B+

also 2 $\frac{\text{Q×S}}{\text{B S 5}}$ 3 $\frac{\text{B×P}}{\text{———}}$ 4 $\frac{\text{B R mates}}{\text{———}}$

487 1 P Q B 6 K — 2 S Q 6

488 R K 2

489 1 Q S 4 K — 2 Q B 8+

——— B Q 3 Q×B

——— B B 2 P×B

——— B S 2. Q R, R 3, R 4 or B 5+

——— S B 4 R Q 8+

490 1 R K R 6 P Q 3 2 B K 4+

Problem No. 491 Q Q 3

492 1 B Q B 3 2 B K 3 R S 8

ALSO 1 P K 4 OR 1 R K S 6 or 7 etc.

493 1 B K 7 2 S B 7 3 Q K 2 4 S ±

also 1 S Q S 4 2 Q B 6+ 3 B Q B 4 B ±

494 1 B K / P×B (Q) 2 S B 3+ / K S 6 3 S × Q / P R 6

4 S B 2 / P R 7 5 K B 6 / K B 6 6 K K 5 / K K 6 7 K Q 5 / K Q 6

8 S R / K B 6 9 K K 4 / K S 7 10 K Q 3 / K×S 11 K B 2 / drawn

1 P×B (S) 2 K B 6 / S Q 6 3 K Q 6 / P R 6

4 K Q 5 / P R 7 5 S B 2 / S K 8 6 S R / drawn.

495 1 S S 6 2 S K 7 3 B Q 5 4 K ±

ALSO 1 B B 4 or 8 2 B R 6 3 B S 7+ 4 S ±

496 1 B Q B 2 P —

2 B Q P —+

3 K K B P×P

4 S K 4 K K R 8

5 S K B 2 K —

6 P K R 4 P×P

7 Q K S 5 P —

8 Q K S 2+ P×Q mates.

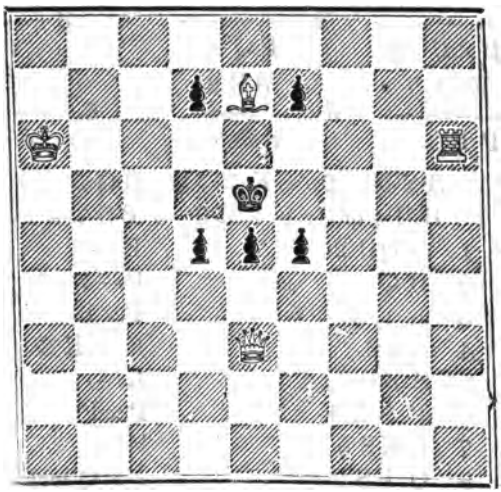
497 1 K S Q 4 2 K Q 4

2 Q Q 3 K — 3 Q S 3

			K K 5	
	2	Q R 5	K —	3 Q S 5+
498	1	B Q R 7	K B 6	2 R Q S 6
			K K 5	K K 2
499	1	S × B	P × S	
	2	Q Q R 6	K × B	3 Q B
			K × B	
	2	Q × P		3 K S 6
500	1	R Q S 7	K B 3	2 K R Q S 4
			P B 4	Q R S 4

PROBLEM NO. 697. BY W. A. SHINKMAN.

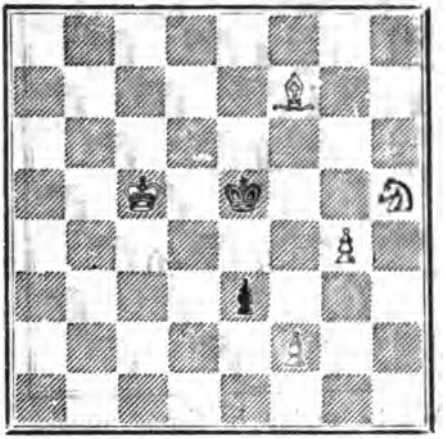
BLACK



WHITE

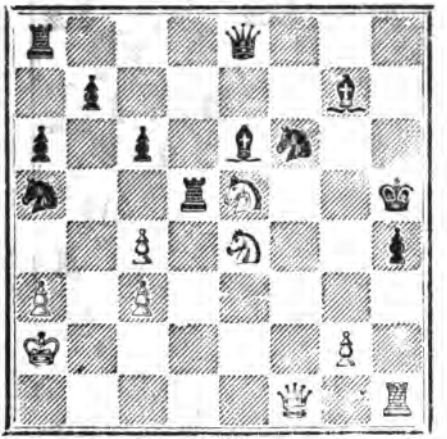
White mates in two moves.

No. 698. By C. H. Blood, of Maine.



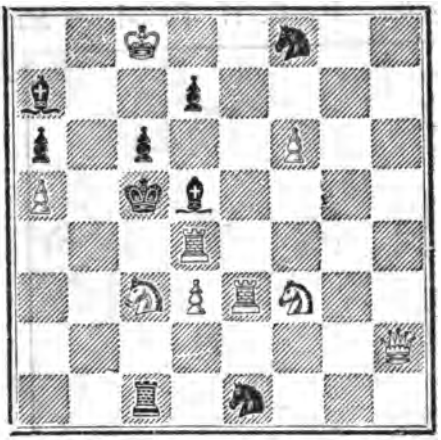
White mates in three moves.

No. 699. By C. S. Crotty, of New York.



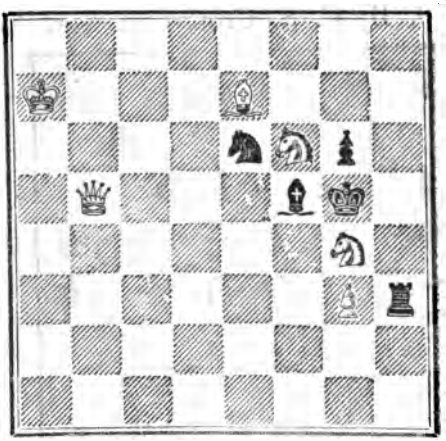
White mates in three moves.

No. 700. By David Fawcett. of Leeds.



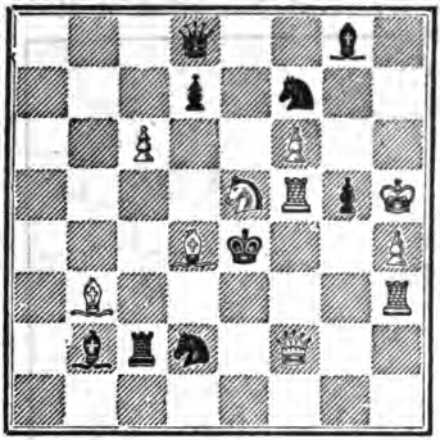
White mates in three moves.

No. 701. By W. Meredith. of Philadelphia.



White mates in three moves.

No. 702. By W. T. Pierce, of London.

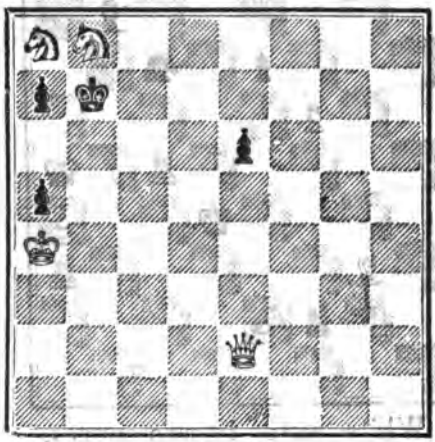


White mates in two moves.

No. 703. By W. A. Shinkman, Michigan.

White mates in two moves.

No. 704. By W. A. Shinkman of Michigan.



White mates in three moves.

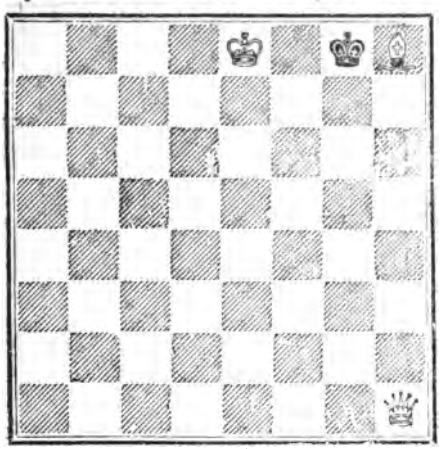
No. 705. By W. A. Shinkman.

White mates in four moves.

No. 706. By W. A. Shinkman of Michigan.

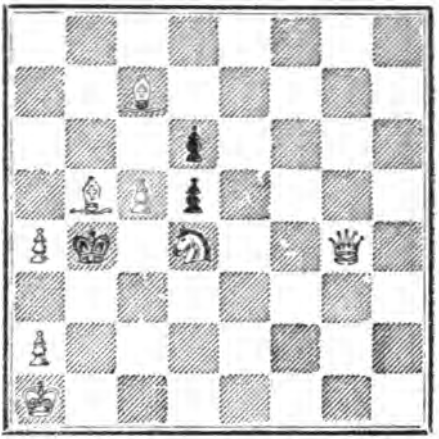
White mates in five moves.

707. By M. Ham, Nawkins, of Michigan.



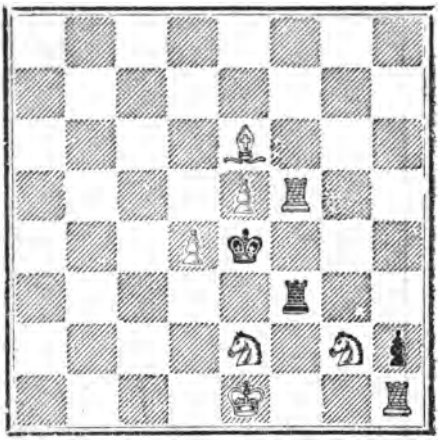
White mates in two moves.

No. 708. By J. M. Spear, of Illinois.



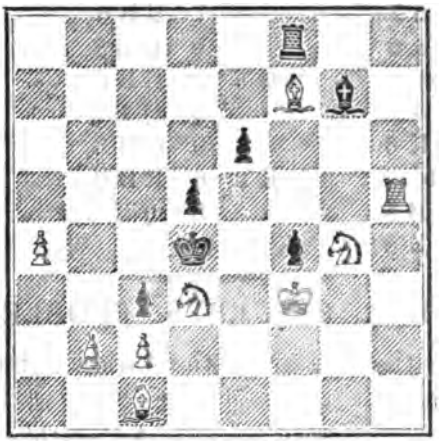
White mates in two moves.

709. By A. Townsend, Newport, England.



White mates in four moves.

No. 710. By August Vorrath, Hoboken.



White mates in three moves.

SOLUTIONS POSITION TOURNEY.

51 Impossible if 1 R R 7 Q K 3 no

Position No. 52. S Q 5 value 54 per cent.

Position No. 53. value 30 per cent.

1 Q S × B Q × Q S 2 S × Q

Position No. 54. value 42 per cent.

1 Q × S	P × P	2 Q B 4
———	S × Q	B × Q
———	S × P	Q × P
———	Q × K B	Q B Q B 4

No. 55. Mr. SHINKMAN's nine-move Solution.

1 Q R 6 2 S K 5 3 Q B 4

4	Q B 7	K × S or (a)	5	Q B 4	K × S or (b)
6	Q B 5		7	R B 6	
8	Q K 6		9	Q B 8	K × Q ±
	(a)	K Q 3	5	R B 6	
6	Q B 4		7	Q B 5	
8	Q K 6		9	Q B 8	K × Q ±
	(b)	K K 3	6	R B 6	
7	Q B 5		8	Q K 6	
9	Q B 8	K × Q ±			

THE 8-QUEENS PROBLEM.

To the Editor of the CHESS JOURNAL,
Dubuque. Dear Sir,

As neither of your contributors on this problem makes mention of Jaenisch in that connection, it is to be presumed that they are unaware that a complete solution is given by him in the "Traite des applications de l'analyse mathematique au Jeu des echecs" (St. Petersburg, 1862.) and I propose briefly to indicate his results.

The Notation used by him expresses the position of a square by two numbers, the 1st giving the number of the column on which it is situated counting from the left, the 2d the number of the square in that column counting from the bottom. Thus the square (3, 6) may be read — 3d column, 6th square — and

is in English notation Q B 6, in German notation c6 and may be conveniently (though improperly) contracted into 36, to which the German Notation at once adopts itself by replacing the letters a, b, c .....by the natural numbers 1, 2, 3....

The mathematician will see that these numbers are the usual rectangular coordinates of the centers of the squares, a side of a square being taken for the unit of distance, the origin being suitably taken to the left rear of the lower left hand corner, and axes parallel to the edges. * From a square thus denoted there may be derived in general seven others which occupy the same position relatively to the edges of the board, as follows: take the difference of the 1st number from 9: then of the 2nd: then of both: then reverse the numbers in each of those sets

Thus from the square 37 are derived;

67 32 62 73 76 23 26

---

* In the notation sometimes used in this Journal, the above square would be denoted by 63, a reversal which is in opposition to the usage of the language to universal mathematical custom, and to both the German and English notations. Its sole merit is that of singularity. J. B. C.

The only exception is when the given sq. is on one of the long diagonals when the reversal merely reproduces the preceeding four, and thus gives only 3 derivatives instead of 7.

Now in comparing two squares thus denoted it is obvious, [1] that if the two 1st numbers are the same, the squares are on the same column, [2] that if the two 2nd no's are the same, they are on the same rank, and a little consideration will show (3) that if the sum of the two numbers in each is the same, or if the difference (taken in the same order) of the two numbers in each is the same, the two squares are on a Bishop's march. * Two Queens therefore, cannot occupy squares in the above relations, and the problem of the 8-Queens is reduced to the following. To fill up the vacant spaces in the brackets (1,—), (2,—), (3,—), (4,—), (5,—), (6,—), (7,—), (8,—).
with the natural numbers from 1 to 8, without repetitions, so that the sums and also the differences (taken in the same order) of the numbers in each bracket shall be different.

---

* Obvious mathematically. For the equation to the Bishop's march from the square (a, b) is

$$x - a = \pm (y - b)$$

Jaenisch adds that "analysis does not possess at present a general method for the solution of such questions," and then proceeds to give the results in this case without indicating how he gets at them, though it is not difficult to guess his method of doing so.

These results are identical (both in nature and order) with one exception with those given by Mr. Curtiss in the May number; namely—that there are 12 distinct positions no one of which can be derived from the others, and that each of these (one only excepted) gives rise to 7 derivatives (all mutually distinct by performing the seven purposes of derivation successively on each set the single exception being the 10th in order occuring to both J and C. which gives rise to 3 only, making on the whole 92 different solutions. As the first eleven of these positions are identical in every respect with those given by Mr. Curtiss they need not be here repeated: the 12 th in which the difference occurs is

Jaenisch	13	26	38	41	55	67	72	84
Curtiss	13	26	32	45	58	61	77	84

As the principle on which J. has arranged his positions is that of giving priority to the

lower numbers, it is evident that he has here made a slip and that Mr. Curtiss has rightly selected the primitive. If we form the derivatives from this latter, we have

83	76	62	55	48	31	27	14
16	23	37	44	51	68	72	85
86	73	67	54	41	38	22	15
31	62	23	54	85	16	77	48
38	67	26	55	84	13	72	41
61	32	73	44	15	86	27	58
68	37	76	45	14	83	22	51

the fifth of which is J's primative.

Jaenisch remarks also that we might class the 92 solutions with reference to the square occupied on the 1st column, and should find

4 solutions commencing with the square 11
8 ... .12
16 13
18 14

46

with corresponding numbers for the remaining squares on this column, making as before 92 solutions on the whole. He adds that two solutions may have as many as 6 squares (but not more) in common for instance

14 22 37 43 55 68

may be taken with 71, 85, or with 75, 81.

The fourth and fifth primitives have five terms in common, and so have the tenth and eleventh. Also two solutions may have their 4 first (or last) terms in common, as for instance the 10th primitive.

13 25 32 48 51 67 72 86
and 13 25 32 48 56 64 77 81

which is a derivative of the second primitive.

He also proves that in every solution we must have 4 Queens on each color.

As the work above cited by Jaenisch has not been translated and appears to be little known, I propose with your permission some day to give your readers an abstract of his processes and results,

y'r obed't serv't
J. B. CHERRIMAN.

Univ: Coll: Toronto.
7 Aug. 1873.

REGULAR GAMES.

CHESS IN NEW YORK CITY.

GAME NO. 237. (K's Gambit Declined.)

	Mason.	Richardson.		Mason.	Richardson.
1	P K 4	P K 4	4	B S 5+	P B 3
2	P K B 4	P Q 4	5	P × P	P × P
3	P × Q P	P K 5	6	B B 4	B Q 3

7	P Q 4	S K B 3	21	Q R × P	P K 6
8	S K 2	S Q 2	22	K B	K R K
9	0—0	S S 3	23	K K 2	B R 4+
10	P Q S 3 (a)	0—0	24	K K	R K 4
11	P K B 5	S × B	25	R B 4	R × P
12	P × S	B R 3	26	S K 4	R S (d)
13	P Q B 5 (b)	B × P	27	P S 4	R × P
14	P × B	Q × Q (c)	28	P × B	R × Q R P
15	R × Q	B × S	29	S B 6+	K B
16	R Q 6	B S 5	30	S S 4	P K 7
17	B S 5	B × P	31	R Q 2	R × R
18	B × S	P × B	32	K × R	R K
19	S B 3	Q R B	33	K K	P Q R 4
20	Q R K B	B S 3	34	S B 6 (e)	and the game was finally won by White.

(a) Retreating the B would have been better.

(b) Perhaps his best move. If 13 S Q 2 then P K 6 14 S K B 3 B × P and White's position is very much cramped, as he cannot capture the P at K 6

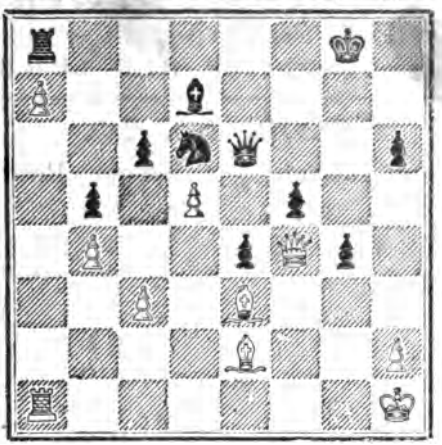
(c) By 14 B × S, and afterwards Q Q 5+, Black would have won the exchange, but he would also be compelled to endure a violent attack in turn.

(d) Threatening mate : but R Q S 4 would have been stronger. (e) Black's three Pawns are not an equivalent for the piece White's winning is merely a question of time.

GAME NO. 238. [Two Springers' Defence.]

	Mason.	Richardson.		Mason.	Richardson.
1	P K 4	P K 4	3	B B 4	S K B 3
2	S K B 3	S Q B 3	4	S S 5 (a)	P Q 4

5	P×P	S R 4	19	K S	S×BP
6	B S 5	P B 3	20	R×S	Q×S
7	P×P	P×P	21	P Q 4	Q K 3
8	B K 2	P K R 3	22	Q K B	P Q S 4
9	S K B 3	P K 5	23	P Q R 4	B Q 2
10	S K 5	Q Q 5	24	P R 5	S Q 3
11	P K B 4	B Q B 4	25	B K 3	P K B 4 (d)
12	R K B	Q Q 3	26	P K S 4 (e)	P×P
13	P Q B 3	B S 3	27	P R 6 (f)	R B 3
14	P Q S 4	S S 2	28	K R	B B (g)
15	S R 3 (b)	0—0	29	P R 7	B Q 2
16	S Q B 4	Q Q B 2	30	R×R	P×R (h)
17	S×B	P×S	31	Q K B 4	P K B 4
18	K B 2 (c)	S Q 4	32	P Q 5 (i)	Resigns.



(a) Castling at this stage is a safer and perhaps a better move. The P, White wins by playing as above, can scarcely ever be kept with advantage: indeed game

are lost by trying to hold on to it, which otherwise would be won or drawn.

(b) Stronger than 15 Q QR 4 If this move be made the defence replies with 15 B Q 2 and the attack has lost time. White can do nothing on the Q's wing, and his K is badly prepared to withstand the strong advance Black is presently able to make on him.

(c) A voluntary surrender of a Pawn.

(d) Threatening. (e) A curious manœuvre, and the only move to keep the attack.

(f) With the intention of exchanging Q and R for the enemy's two Rs and queen the Q R P.

(g) Losing time with this Bishop.

(h) Perhaps taking with the Q is better.

(i) If he capture the P he loses a piece, if he move Q K 2 White wins the Springer by 33 B B 5 and if Q KS 3 33 P×P B×P 34 R R 6 wins.

GAME NO. 239.

	Sanger.	Rosenberg		Sanger.	Rosenberg.
1	P K 4	P K 4	10	P×SP	R K S
2	S KB 3	S QB 3	11	B KS 5	Q Q 4
3	B B 4	B B 4	12	P×QP	S×P
4	0—0	S KB 3	13	S×S	B×S (b)
5	P QS 4	B×P	14	B B 6	P QB 4
6	P QB 3	B B 4 (a)	15	R K+	B K 3
7	P Q 4	P×P	16	S QB 3	Q Q 3
8	P K 5 (b)	P Q 4 (c)	17	S K 4	Q K B 5 (e)
9	P×S	P×B	White mates in 3 moves.		

(a) This B should be played to R 4. The move

made involves the second player in a lo-ing variation of the Evans gambit. (b) Giving Black the better game, . 8 P×P is the correct move.

(c) The proper reply. (d) By taking with Q Black would have preserved his supremacy, as it is, he speedily gets into trouble. (e) Immediately fatal.

CHESS IN SOUTH CAROLINA.

GAME NO. 240. (K B Gambit.)

Contested lately between Mr. Washington Muller, President of the Columbia Chess Club and I. E. Orchard, Secretary.

	Muller.	Orchard.		Muller.	Orchard.
1	P K 4	P K 4	17	P K 6	P×P
2	P K B 4	P×P	18	S×Q B P	P K 4
3	B B 4	Q +	19	S×R (a)	P×B
4	K B	P K S 4	20	B×S	Q×B
5	S Q B 3	B S 2	21	Q Q 6	S Q B 3
6	P Q 4	P Q 3	22	R Q	Q B 2
7	K S B 3	Q R 4	23	Q B 7+	K K
8	P K R 4	P K R 3	24	R +	K B
9	P K 5	Q P×P	25	Q Q 6+	K S
10	S Q 5	K Q	26	P Q B 3	B S 2
11	Q P×P	Q B Q 2	27	S B 7	B K B
12	K S	Q S 3	28	Q Q 3	B+
13	R P×P	R P×P	29	K B	B K B 4
14	R×R	B×R	30	Q S 5	B Q S 3
15	K S×P	Q×S	31	S Q 5	P B 6
16	Q B×P	Q K S 3	32	S K B 4	and Black

(a) S K 6 is the correct move. | mates in 11 moves.

BLINDFOLD CHESS.

GAME NO. 241. (K S Opening.)

W. L. Chammers and E. W. Scriven consulting together versus I. E. Orchard, who plays without sight of board or men.

	Allies.	Orchard.		Allies.	Orchard.
1	P K 4	P K 4	15	S Q B 4	P Q 4
2	S K B 3	S Q B 3	16	P × S	B × P +
3	B B 4	B B 4	17	K S Q 2	P × S
4	P Q B 3	S B 3	18	B × P (a)	Q R 5 +
5	P Q 4	P × P	19	P S 3	B × S +
6	P K 5	S K 5	20	K × B	Q R Q +
7	B Q 5	S × K B P	21	K K	Q × B
8	K × S	P × P +	22	Q × Q (b)	B × Q
9	K K	P × S P	23	R × P	B S 6
10	Q B × P	Q K 2	24	K K 2	P Q B 4
11	Q K 2	0—0	25	R K	P K B 3
12	Q S Q 2	S S 5	26	P × P	K R K +
13	B Q S 3	P Q S 3	27	K B	B +
14	P Q R 3	B R 3	28	K B 2	R Q 7 +

(a) R × B is preferable here. Resign.

(b) R × B is better. If then 22 —— Q S 5+ 23 K B R Q 7 24 R R 4 and White keeps a piece for three pawns.

VIENNA CHESS TOURNAMENT.

GAME NO. 242. [Sicilian Defence.]

Rosenthal. Anderssen. Rosenthal. Anderssen.

First Game in their match.

1	P K 4	P Q B 4	26	P R 5	Q K 3
2	S Q B 3	P K 3	27	K S S 5	Q × B
3	P K S 3	P Q S 3	28	S × Q	R × S
4	B S 2	B S 2	29	Q Q S 3	R R
5	K S K 2	P K R 4	30	S B 7	S × S
6	P K R 4	P K B 4	31	Q × S	Q R × P
7	S K B 4	S K B 3	32	Q K 8+	K B 2
8	P Q 3	P × P	33	Q K 4	B B 4
9	P × P	S Q B 3	34	R Q	P Q R 4
10	P K 5	S K S 5	35	R Q 3	P K S 4
11	S × R P	K S × K P	36	P R 3	P R 5
12	S K B 4	Q K 2	37	P Q S 4	P × P
13	S R 3	S B 2	38	P × P	B × P
14	0—0	0—0—0	39	Q × P	Q R R 8+
15	R K	Q B 3	40	K S 2	Q R R 7+
16	S K 4	Q B 4	41	K B 3	K R B+
17	Q S K S 5	S Q 5	42	K S 4	Q R × P
18	B × B+	K × B	43	P S 4	B S 7
19	R K 4	S Q 3	44	Q × P+	K S
20	R B 4	Q S 3	45	Q Q 6+	K S 2
21	R × S (a)	P × R	46	P S 5	Q R B 3
22	Q B 3+	K S	47	Q K 7+	K B
23	B B 4	P K 4	48	R Q 7	B K 4
24	B × P	R K	49	R R 7	Q R B 2
25	S B 7	R S	50	Q K 6+	Resigns.

(a) The opening fire of a magnificent battle.

GAME NO. 243. (Ruy Lopez.)

Anderssen.	Bird.	Anderssen.	Bird.
1 P K 4	P K 4	3 B S 5	S Q 5
2 S K B 3	S Q B 3	4 S × S	P × S

5	P Q 3	P Q B 3	19	P Q 5	B B 4+ (b)
6	B R 4	S B 3	20	K R	P Q S 4
7	0—0	P Q 4	21	B B 4	Q R 4
8	P×P	S×P	22	P×P+	K×P
9	P Q B 3	B Q 3	23	B Q	Q R Q
10	P×Q P	Q R 5	24	P Q R 4	Q Q 4
11	P K S 3	Q R 6	25	P×P+	B×P
12	Q K +	K Q	26	K S 2	P S 4
13	P B 3	R K	27	B Q B 2	K S 3
14	Q K B 2	Q B B 4	28	P Q B 4	Q Q 2
15	S B 3	S×S	29	Q R 5+	K S 2
16	P×S	B×Q P	30	B K 4+	B B 3
17	R K	R×R+	31	Q R 6+	Resigns.
18	Q×R	K Q 2			

(a) This seems better than the usual B B 4.

(b) R K ought to have won here.

NO. 244. [Philador'sches Springerspiel.]

	Anderssen.	Meitner.		Anderssen.	Meitner.
1	P K 4	P K 4	12	Q Q B 4	Q K 3
2	S K B 3	P Q 3	13	S Q 5	B×S
3	P Q 4	P×P	14	P×B	Q Q 2
4	Q×P	S Q B 3	15	P K R 3	S K B 3
5	B Q S 5	B Q 2	16	R Q 4	K R K
6	B×S	B×B	17	K R Q	Q K B 4
7	B K S 5	S K B 3	18	Q Q S 3	Q Q B
8	S Q B 3	B K 2	19	S K R 4	R K 5
9	0—0—0	0—0	20	R×R	S×R
10	K R K	S K	21	Q K B 3	S K B 3
11	B×B	Q×B	22	S K B 5	Q Q 2

23	P K S 4	R K	29	Q Q 8	Q × R P
24	Q K B 4	R K 4	30	S K 6	Q R 8 +
25	Q K S 5	S K	31	K Q 2	Q R 4 +
26	P K B 4	R K 7	32	K Q B	Q R 5
27	S Q 4	R K 5	33	P Q S 3	Draws.
28	P B 5	Q R 5			

GAME NO. 245. (Philador's Defence.)

Blackburne.	Paulsen.	Blackburne.	Paulsen.
1 P K 4	P K 4	23 S S 4	B S 2
2 S K B 3	P Q 3	24 P K 5	S × P
3 P Q 4	Q S Q 2	25 B × S	R × B
4 B Q B 4	S S 3	26 S × R	R × S
5 B S 3	P × P	27 Q R K	B B
6 Q × P	B K 3	28 R × R	Q P × R
7 S B 3	S K 2	29 R Q	B Q 3
8 B K B 4	S S 3	30 Q B 3	Q Q B
9 B S 3	Q Q 2	31 S K 4	B K 2
10 R Q	B × B	32 P K S 4	Q K
11 R P × B	P K B 3	33 Q Q B 3	P Q B 3
12 Q Q 2	B K 2	34 Q Q 3	Q Q S
13 S Q 4	0—0	35 P Q B 4	K S 2
14 S B 5	R B 2	36 P R 4	P K R 3
15 Q K 2	R K	37 P × P	R P × P
16 Q S 4	B B	38 K S 2	Q K
17 0—0	K R	39 R K R	Q K S
18 Q R 5	S K 4	40 Q R 3	S Q 2
19 P B 4	P S 3	41 S × S P	P × S
20 Q R 3	S B 3	42 Q R 6 +	K B 2
21 S R 6	K R K 2	43 Q K 6 +	K B
22 P B 5	P S 4	44 Q × S	Resigns.

DEUTSCHE SCHACHZEITUNG.

The August number of this best of Chess Magazines contains besides games, problems, items, etc. an article on Problems, a general review of the Chess World, and a biography of Steinitz. This monthly is in its 28th year and is conducted by the great chess-masters Anderssen and Minckwitz. We take from it

GAME NO. 246. (Irregular Opening.)

Bird, Blackburne and Steinitz consulting. vs. Anderssen, Paulsen and Rosenthal, at Vienna.

1	P Q B 4	P K 3	16	B B	Q K R 5
2	P K 3	P K B 4	17	B K 3	R K B 3
3	S K B 3	S K B 3	18	P K B 4	S S 3
4	P Q R 3	P Q B 4	19	S K 2	S × K B P
5	S Q B 3	S Q B 3	20	B × S	B × B
6	P Q 4	P × P	21	P K S 3 (b)	R K S 3
7	P × P	B Q 3	22	K R 2	B K 4
8	B Q 3	P Q S 3	23	B S 2	B S 2
9	0—0	0—0	24	Q K 3	B × P +
10	R K	Q S K 2	25	S × B	P K B 5
11	P Q 5	Q S S 3	26	Q K 4	Q × S +
12	P Q S 4	P Q R 3	27	K R	P Q S 4
13	Q Q S 3 (a)	K S S 5	28	Q R Q	S P × B P
14	P K R 3	K S K 5	29	K R K B	Q R K B
15	S × S	S × S		Resign.	

(a) A weak move giving Black a strong attack,

(b) Bad. Q K B 3 is a better move here.

SISSA DE SCHAAKSPELER.

No. 6. (1873) of the ever welcome SISSA now in its 26th year, and still edited by the indefatigable Dr. W. J. L. Verbeek of Wijk bij Duurstede, Holland, has besides its usual complement of Problems, Games, Items etc. four well filled pages devoted to the brilliant Austrian champion, William Steinitz.

We take from its pages the following game contested on the 10th of July last in Hague between the Holland champion, Dupre and Steinitz, while the latter was on his way from London to Vienna to take part in the International Congress.

GAME NO. 247. [K S Opening.]

	Dupre.	Steinitz.		C. E. A. D.	W. S
1	P K 4	P K 4	13	Q R Q	Q S K S 3
2	K S B 3	Q S B 3	14	S K	Q S K B 5
3	B B 4	B B 4	15	Q K B 3	B K 3
4	P Q B 3	K S B 3	16	B Q S 3	P Q R 4
5	P Q 4	P × P	17	P Q R 3	Q Q S 3
6	P × P	B S 5+	18	S Q B 5	Q R Q
7	B Q 2	B × B+	19	Q k Q 2	Q B 2
8	S × B	P Q 4	20	S K 4	P K B 3 (b)
9	P × P	K S × Q P	21	S Q 3	S × S
10	Q Q S 3	Q S K 2	22	R × S	S K B 5
11	0—0	0—0	23	B × B+	S × B
12	S K 4 (a)	P Q B 3	24	K R Q	Q Q S 3

25	Q R Q 2	R × Q P (c)	28	S Q 6 !	P Q B 4 (e)
26	R × R	S × R	29	R × S	Resigns.
27	Q K 3	R Q (d)			

(a) So far the books. R K is often played here.

(b) The beginning of a beautiful combination that wins a pawn. (c) S × Q P looks more inviting, but Q K 3 regains the pawn. (d) P Q B 4 gives an even game. (e) Q × Q S P is better.

For the Solutions in this No. we thank

W. A. Shinkman	for 52	Problems.
T. A. Thompson	49	do
J. K. Hanshew	48	do
C. H. Wheeler	47	do
C. F. Hanshew	39	do
J. G. White	37	do
L. W. Mudge	30	do
J. M. Spear	30	do
C. H. Blood	18	do
F. W. Martindale	13	do
W. Meredith	6	do
L. W. Davis	5	do

Our Portfolio No. is 162, formed thusly

O is the 15th letter of the Alphabet . . 150

A 1st 10

B 2nd 2

Whence for O. A. B. we may write 162

THE
CHESS JOURNAL.
VOL. VI. OCTOBER, 1873. NO. 44.

O. T. MALMQVIST.

Oscar Theobald Malmqvist the well-known chess Editor and composer was born in Copenhagen, Denmark, on the 4th of March 1848. He commenced learning chess at 14 years of age.

In 1867 a chess column was opened in the Danish Illustrated News, and this started our young friend, as a solver and soon after a composer. His problems are now found in all the leading chess publications of the day, particularly in the Danish Illustrated News, the Neue Berliner Schachzeitung and the Deutsche Schachzeitung.

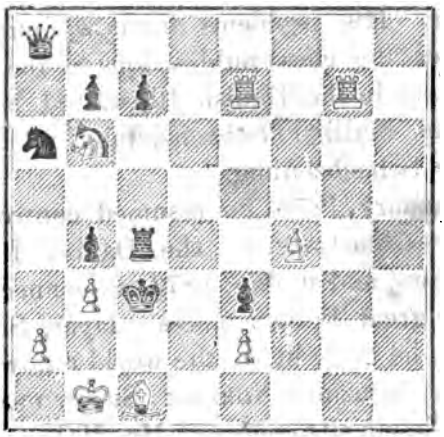
In January 1870, he assumed control of the chess department of the Danish Illustrated News, and in Jan. 1873, in connection with the great Danish Chess player, Soren Sorenson, he brought out the world renowned Monthly Magazine, NORDISK SKAKTIDENDE.

The following are some of Mr. Malmqvists Chess compositions.

No. 711. O. Malmqvist's first Problem.

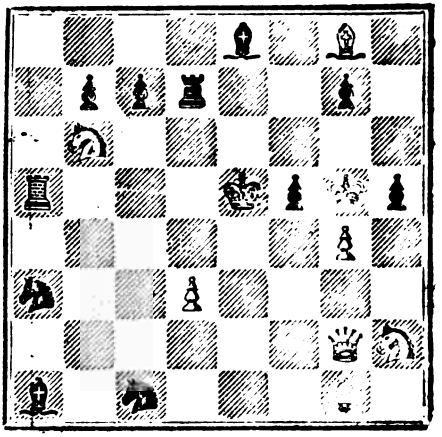
White mates in three moves.

Problem No. 712. By O. Malmqvist.



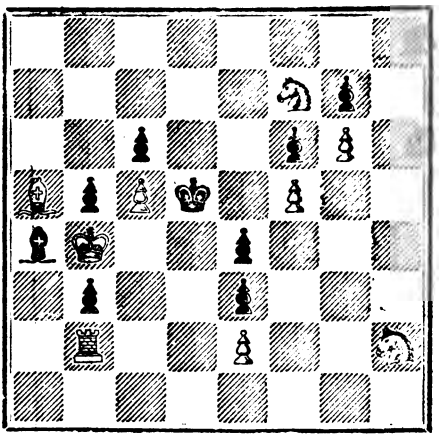
White mates in three moves.

Problem No. 713. By O. Malmqvist.



White mates in three moves.

Problem No. 714. By O. Malmqvist.

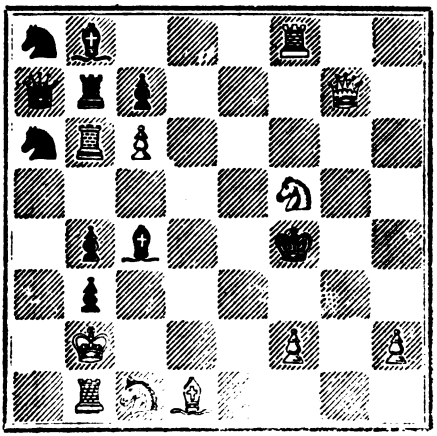


White mates in four moves.

Problem No. 715. By O. Malmqvist.

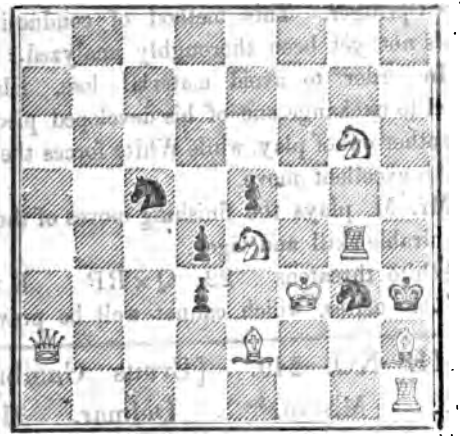
White mates in four moves.

Problem No. 716. By . Malmqvist.



White sui-mates in three moves.

Problem No. 717. By O. Malmqvist.



White sui-mates in five moves.

REGULAR GAMES.

GAME NO. 248. (Evans Gambit.)

Mason.	Delmar.	Mason.	Delmar.
1 P K 4	P K 4	12 Q K B 3	S R 4
2 S K B 3	S Q B 3	13 Q R S 3	K R
3 B B 4	B B 4	14 B K S 5	Q K
4 P Q S 4	B × P	15 Q R K (c)	S S 3
5 P Q B 3	B R 4	16 B Q 3 (d)	Q K 3
6 0—0	S K B 3	17 Q R 4	P K R 3
7 P Q 4	0—0	18 B B 6	K S
8 S × K P	S × S (a)	19 Q K 4	P K S 3
9 P × S	S × K P	20 Q R 4	K R 2
10 Q Q 5	B × B P (b)	21 R K 4	Resigns (e)
11 S × B	S × S		

(a) It is difficult to determine Black's best move here. It seems certain however that he cannot safely take the Springer. This method of conducting the attack has not yet been thoroughly analyzed.

(b) In order to avoid material loss, Black is compelled to exchange one of his developed pieces and place the other out of play, while White forces the game.

(c) An excellent move.

(d) Mr. M. plays the finishing moves of the game with admirable skill and vigor.

(e) White threatens 22 Q×RP K×Q 23 R R 4 mates, which cannot well be prevented.

GAME NO. 249. [Evans Gambit.]

	Delmar.	Mason.		Delmar.	Mason.
1	P K 4	P K 4	13	Q S 3	S×B
2	S KB 3	S QB 3	14	Q×S	B KS 5
3	B B 4	B B 4	15	Q×SP (d)	Q Q 2
4	P QS 4	B×P	16	B K 3	Q R S
5	P QB 3	B R 4	17	Q QR 6	B×S
6	0—0 (a)	S KB 3	18	P×B	R S 3 (e)
7	P Q 4	P×P	19	Q K 2	Q R 6
8	P K 5 (b)	P Q 4	20	Q R Q (f)	S×KP
9	B QS 5	S K 5	21	B KB 4	S×P+
10	P×P	0—0	22	K R	R K 3 (g)
11	Q QR 4 (c)	B B 6	23	Q Q 3	R KR 3
12	S×B	S×S		Resigns.	

(a) This method of conducting the attack was for a long time considered weak: 6 P Q 4 being deemed the best move: but the previous game between the same

players goes far to prove that it is as good as any.

(b) The best move here is S B Q R 3 insuring white the better game (c) The position before White's 11th. move is identical with one in a game with Morphy and Anderssen, Mr. Morphy now played 11 B×S then 12 Q R 4 a course of play not improved by Mr. Delmar.

(d) Black can well afford this pawn, as it enables him to gain valuable time.

(e) Black has now taken the attack in his own hands and pushes it vigorously.

(f) White does not seem to realize his peril. 26 K R would have served him better than the move made.

(g) To prevent 24 Q K 5.

GAME NO. 250. [Odds QS.]

Mason.	Mc.	Cutcheon.	J. M.	E. Mc. C.
1	P K B 4	P Q 4	14	S K S 2	B Q 2
2	P K 3	P K 3	15	S K B 4 •	B K 4
3	S B 3	S Q B 3	16	Q K	R K
4	B K 2	S K B 3	17	Q B 2	K B
5	P Q S 3	B K 2	18	Q R K B	S K S
6	B Q S 2	P K R 3	19	B Q R 3 +	S K 2
7	0—0	0—0	20	S K 6 +	P×S
8	K R	S R 2	21	P×P +	S K B 3
9	P K S 4	B B 3	22	P×B	Q×P
10	P Q B 3	P K 4	23	P K S 5	P×P
11	R K S	P K 5	24	R×P	B Q 3 •
12	S K	S K 2	25	Q×S +	P×Q •
13	P K B 5	P Q B 3	26	R×P mates	

GAME NO. 251. (Odds QS)

Mason. E. Mc. Cutcheon.

1	P K 4	P K 4	26	P R 5	S Q 4
2	P K B 4	P Q 4	27	Q × SP	R × P
3	P × QP	P K 5	28	R × R	Q × R
4	B Q S 5+	B Q 2	29	Q B 8+	K R 2 (d)
5	B B 4	S K B 3	30	Q B 5+	K R
6	S K 2	B Q B 4	31	Q Q 3	S K 3
7	P Q 4	P × P	32	Q B 5	Q K B 3
8	P × P	B S 5+	33	K S 3 (e)	Q × Q
9	K B	B K S 5	34	P × Q	Q S B 2
10	Q Q S 3	Q K 2	35	P Q B 4	K S B 3
11	P Q 4	0—0	36	K B 4	K S
12	S Q B 3	S × Q P	37	K K 5	K S K
13	P K R 3 (a)	R K	38	P Q 5	P × P
14	B Q 2	B × S	39	P × P	S S 4
15	Q R K (b)	B K 3	40	B S 4	K B 2
16	P × B	P Q B 3	41	P R 6	S K B 3
17	P K B 5	Q K B 3	42	P Q 6	K K
18	P K S 4	S Q S 3	43	B Q 2	K Q 2 (f)
19	B × B	R × B	44	B × R P	S K
20	R × R	P × R	45	B K 3	K S × P
21	K S 2	S Q R 3	46	B B 5	S B 2+
22	P × P	P R 3 (c)	47	K Q 5	K S Q 3
23	P Q R 4	S Q B 2	48	K K 5	K B 3
24	R K	K R	49	B × R P	S × B
25	P K 7	R K	50	K K 6	

And after a few moves the game was drawn.

(a) BLACK mates in one or two moves respectively if hite takes S with S or B.

(b) A good move gaining time that is much needed by the first player in his present position, which Black does not make the most of.

(c) Why not 22 — R K? This is lost time.

(d) Q K forcing the exchange of Q's were far better. (e) White makes a valiant fight with his inferior force.

(f) A blunder which enables White to draw.

GAME NO. 252.

Two Springers' Defence.

Mr. Frankenberg vs. Mr. Goldsmith.

	F.	G.		F.	G.
	WHITE.	BLACK.		WHITE.	BLACK.
1	P K 4	P K 4	16	K R	R K
2	S KB 3	S QB 3	17	Q Q 5+	R K 3
3	B B 4	S KB 3	18	P KB 4	P × P
4	S S 5	P Q 4	19	R × P+	S KB 3
5	P × P	S R 4	20	Q R 5+	K S
6	B S 5+	B Q 2	21	Q Q	Q K 2
7	Q K 2	B × B	22	R B	Q R K
8	Q × B+	P B 3	23	P KR 3	S K 5
9	P × P	S × P	24	P Q 4	S B 7+
10	Q × SP	S Q 2	25	R × S	R K 8+
11	S × BP	K × S	26	R B	R × Q
12	Q × S	B B 4	27	R × R	B × P
13	0—0	B QS 3	28	S QB 3	B × S
14	Q Q 5+	K S 3	29	P × B	And after a
15	Q K 4+	K B 2		few more moves the game was given up as drawn	

VIENNA CHESS CONGRESS.

GAME NO. 253. (Evans Gambit.)

	Anderssen	Rosenthal.		Anderssen	Rosenthal.
1	P K 4	P K 4	10	Q B K S 5	Q S 3
2	K S B 3	Q S B 3	11	B × S	K × B
3	B B 4	B B 4	12	P K 5	K B
4	P Q S 4	B × S P	13	Q S Q 2	B S 3
5	P Q B 3	B R 4	14	S K 4	S Q
6	P Q 4	P × P	15	Q R 3+	K K
7	0—0	P Q 6	16	S B 6+	P × S
8	Q S 3	Q B 3	17	P × P+	
9	R K	K S K 2	18	mates.	

GAME NO. 254.

	Anderssen	Blackburne		Anderssen	Blackburne
1	P K 4	P K 4	17	B × S	P × B
2	S K B 3	S Q B 3	18	Q K 2	B × B
3	B Q S 5	S Q 5	19	P × B	R K B 3
4	S × S	P × S	20	R Q	R Q 3
5	P Q 3	P Q B 3	21	R × R	Q × R
6	B Q B 4	S K B 3	22	S × K B P	Q K B 3
7	0—0	P Q 4	23	P K S 4	Q × Q S P
8	P × P	S × P	24	P K S 5	R Q
9	S Q 2	B K 3	25	R K	Q Q B 6
10	S K 4	B K 2	26	K R	Q Q 7
11	Q K 2	0—0	27	Q × Q	P × Q
12	B Q 2	Q Q 2	28	R Q	B Q S 5
13	Q R K	Q R K	29	K S 2	R K
14	P K B 4	P K B 4	30	P Q B 3	B × Q B P
15	S K S 3	B Q B 4	31	K B 2	P Q B 4
16	Q K B 3	S K 6		Resigns.	

GAME NO. 255. (Philador's Defence)

	Anderssen	Paulsen		Anderssen	Paulsen.
1	P K 4	P K 4	28	P Q S 4	P × P
2	K S B 3	P Q 3	29	P × P	Q × P
3	P Q 4	P × P	30	Q × B P	Q B 2
4	Q × P	Q S B 3	31	Q Q 3	B Q 2
5	B Q S 5	B Q 2	32	S K 4	Q K B 4
6	B × S	B × B	33	R R	R K (a)
7	B K S 5	K S B 3	34	K S B 6 +	♔ × S
8	Q S B 3	B K 2	35	S × P +	K B 2
9	0—0—0	0—0	36	R × P +	B S 2
10	K R K	K R K	37	R × B	K × R
11	K S	B Q 2	38	S × R +	K B
12	B × S	B × B	39	Q × Q +	B × Q
13	P K 5	B K 2	40	S × P	B Q 2
14	Q S Q 5	K B K B	41	S K 4	K S 2
15	P × P	P × P	42	S S 3	K B 2
16	R × R	B × R	43	P B 5	K K 2
17	S Q 2	B Q B 3	44	K Q B	K Q 3
18	S K 4	P K B 4	45	P S 6	B K
19	K S B 3	Q Q 2	46	K Q 2	K Q 4
20	P Q R 3	Q K B 2	47	K Q 3	K K 4
21	P K R 3	P Q R 3	48	K K 3	K Q 4
22	P K S 4	R K	49	K B 4	K B 5
23	P K B 4	R K 3	50	S K 4	K × P
24	P K S 5	P Q S 4	51	S Q 6	B Q B 3
25	P K R 4	R K	52	P B 6	K Q B 6
26	Q Q 3	R Q S	53	S × P	B × S
27	P K R 5	P Q R 4	54	P B 7	Resigns.

(a) A mistake.

GAME NO 256. (Scotch Gambit.)

Dr.	Meitner.	Anderssen.		Meitner.	Anderssen.
1	P K 4	P K 4	29	Q R Q	P Q S 5
2	S K B 3	S Q B 3	30	S R 2	K R Q S
3	P Q 4	P × P	31	B K	P Q B 4
4	S × P	S × S	32	P K 5	R R 3
5	Q × S	Q K B 3	33	P × B P	P × P
6	B K 3	Q × Q	34	S × P	R × R
7	B × Q	P Q 3	35	R × R	P × S
8	S Q B 3	P Q B 3	36	R R 7+	K Q
9	0—0—0	B K 3	37	B B 6	B K
10	P K R 3	K S B 3	38	B K R 4	B K 2
11	P K S 4	S Q 2	39	B B 2	S B 4
12	P K B 4	P K B 3	40	B Q 5	B Q 2
13	B K S 2	B K 2	41	P B 5	P R 4
14	B K B 2	B K B 2	42	B Q 4	P × P
15	B K S 3	0—0—0	43	P × P	K K
16	K R K	S Q S 3	44	R R	B S 4
17	K S	K R K	45	R K R	S Q 2
18	P Q R 3	B B	46	R R 8+	B B
19	B B 3	S Q B 5	47	B K 3	K Q
20	P Q S 3	S S 3	48	P S 5	P × P
21	K S 2	P K R 3	49	B × P+	K B 2
22	R Q 3	S Q 2	50	P B 6	B B 3
23	K R Q	K B 2	51	B K 6	S B 4
24	P Q R 4	P Q S 3	52	B S 4	B K 5
25	B S 2	P Q R 3	53	B R 3	R R
26	Q R Q 2	P Q S 4	54	B S 4	S Q 2
27	P × P	Q R P × P	55	B R 3	S K 4
28	R Q R	R Q R	56	B Q 2	S B 2

57	R R 4	P Q 4	65	B S 4	B B 4
58	B K 6	S K 4	66	R S 5	B × B
59	R R 8	S S 3	67	R × R	B K 3
60	R S 8	P Q 5	68	R R 7 +	K S 3
61	B B 7	S K 4	69	R × S	B × R
62	B R 5	B Q 3	70	P B 8 (Q)	B × Q
63	P B 7	S Q 2	71	B × B	Drawn.
64	B R 6	R R 4			

GAME NO. 257.

	Bird.	Andersen.		Bird.	Andersen.
	WHITE.	BLACK.		WHITE.	BLACK.
1	P K B 4	P K 3	20	Q S 3	K R 2
2	S K B 3	P Q B 4	21	S B 2	B × S
3	P K 3	P B 4	22	Q × B	P K S 4
4	P B 3	S K B 3	23	K R Q	S P × P
5	S R 3	B K 2	24	K P × P	R K S
6	S B 2	0—0	25	P × P	P × P
7	P Q S 3	P Q S 3	26	S Q 3	B × B
8	B S 2	B S 2	27	R × B	S B 3
9	B K 2	S R 3	28	S B 2	R S 3
10	0—0	S B 2	29	Q K 3	Q R K S
11	Q K	Q S K	30	B B 3	R S 6
12	R Q	Q B 2	31	Q R Q 2	P K 4
13	P B 4	S S 5	32	Q B 3	Q R S 3
14	P K R 3	S R 3	33	R Q 3	P K 5
15	P Q 4	B K 5	34	S × P	P × S
16	R Q 2	B K B 3	35	P B 5	R S 2
17	Q B 2	R Q	36	Q × S	P × B
18	Q S K	S B 2	37	R Q 6	R × P +
19	S Q 3	P K R 3		Resigns.	

GAME NO 256. (Scotch Gambit.)

Dr.	Meitner.	Anderssen.		Meitner.	Anderssen.
1	P K 4	P K 4	29	Q R Q	P Q S 5
2	S K B 3	S Q B 3	30	S R 2	K R Q S
3	P Q 4	P × P	31	B K	P Q B 4
4	S × P	S × S	32	P K 5	R R 3
5	Q × S	Q K B 3	33	P × B P	P × P
6	B K 3	Q × Q	34	S × P	R × R
7	B × Q	P Q 3	35	R × R	P × S
8	S Q B 3	P Q B 3	36	R R 7+	K Q
9	0—0—0	B K 3	37	B B 6	B K
10	P K R 3	K S B 3	38	B K R 4	B K 2
11	P K S 4	S Q 2	39	B B 2	S B 4
12	P K B 4	P K B 3	40	B Q 5	B Q 2
13	B K S 2	B K 2	41	P B 5	P R 4
14	B K B 2	B K B 2	42	B Q 4	P × P
15	B K S 3	0—0—0	43	P × P	K K
16	K R K	S Q S 3	44	R R	B S 4
17	K S	K R K	45	R K R	S Q 2
18	P Q R 3	B B	46	R R 8+	B B
19	B B 3	S Q B 5	47	B K 3	K Q
20	P Q S 3	S S 3	48	P S 5	P × P
21	K S 2	P K R 3	49	B × P+	K B 2
22	R Q 3	S Q 2	50	P B 6	B B 3
23	K R Q	K B 2	51	B K 6	S B 4
24	P Q R 4	P Q S 3	52	B S 4	B K 5
25	B S 2	P Q R 3	53	B R 3	R R
26	Q R Q 2	P Q S 4	54	B S 4	S Q 2
27	P × P	Q R P × P	55	B R 3	S K 4
28	R Q R	R Q R	56	B Q 2	S B 2

57	R R 4	P Q 4	65	B S 4	B B 4
58	B K 6	S K 4	66	R S 5	B × B
59	R R 8	S S 8	67	R × R	B K 3
60	R S 8	P Q 5	68	R R 7 +	K S 3
61	B B 7	S K 4	69	R × S	B × R
62	B R 5	B Q 3	70	P B 8 (Q)	B × Q
63	P B 7	S Q 2	71	B × B	Drawn.
64	B R 6	R R 4			

GAME NO. 257.

	Bird.	Andersen.		Bird.	Andersen.
	WHITE.	BLACK.		WHITE.	BLACK.
1	P K B 4	P K 3	20	Q S 3	K R 2
2	S K B 3	P Q B 4	21	S B 2	B × S
3	P K 3	P B 4	22	Q × B	P K S 4
4	P B 3	S K B 3	23	K R Q	S P × P
5	S R 3	B K 2	24	K P × P	R K S
6	B B 2	0—0	25	P × P	P × P
7	P Q S 3	P Q S 3	26	S Q 3	B × B
8	B S 2	B S 2	27	R × B	S B 3
9	B K 2	S R 3	28	S B 2	R S 3
10	0—0	S B 2	29	Q K 3	Q R K S
11	Q K	Q S K	30	B B 3	R S 6
12	R Q	Q B 2	31	Q R Q 2	P K 4
13	P B 4	S S 5	32	Q B 3	Q R S 3
14	P K R 3	S R 3	33	R Q 3	P K 5
15	P Q 4	B K 5	34	S × P	P × S
16	R Q 2	B K B 3	35	P B 5	R S 2
17	Q B 2	R Q	36	Q × S	P × B
18	Q S K	S B 2	37	R Q 6	R × P +
19	S Q 3	P K R 3		Resigns.	

GAME NO. 258. (Giuoco Piano)

Anderssen		Fleissig		Anderssen		Fleissig
1	P K 4	P K 4	14	K R		Q QB 4
2	S KB 3	S QB 3	15	S QR 3		KR S
3	B QB 4	B QB 4	16	R×KBP		S KB 5
4	0—0	S KB 3	17	R KB 5		Q KB 7
5	P Q 4	B×P	18	Q KB 3		Q×QSP
6	S×B	S×S	19	R×KP+		S K 3
7	P KB 4	P Q 3	20	QR KB		0—0—0
8	P×KP	P×P	21	R QR 5		R Q 6
9	B K S 5	B K 3	22	P KS 3		R×Q
10	S QR 3	Q K 2	23	R×R		Q QB 8+
11	P QB 3	B×B	24	K S 2		S B 5+
12	S×B	S K 3		Resigns.		
13	B×S	P×B				

GAME NO. 259.

Bird.		Gelbfuhs.		Bird.		Gelbfuhs.
1	P KB 4	P KB 4	9	P×B		S Q 4
2	P K 4	P×P	10	P×P		Q K 2
3	P Q 3	P×P	11	R×P		R×R
4	B×P	S KB 3	12	P×R		Q S 5+
5	S KB 3	P K 3 (a)	13	K B		Q KR 5
6	S KS 5	P KS 3	14	B S 6+		K K 2
7	P KR 4	B R 3	15	Q KR 5		Resigns.
8	P R 5	B×S				

(a) P Q 3 then B S 5 Mr. Bird now flies away with him.

Steinitz won the First Prize, Blackburne the Second Anderssen the Third, and Rosenthal the Fourth Prize.

PORTFOLIO.

259. If you have no better plan we suggest pencilling a solution as it occurs to you along side of its problem then by checking the Solutions sent us with §, and those returned by us as credited with ‡ you can tell at a glance how you stand on our Solution books.

26. You say "Another question (and be patient) Why do you use S for Knight?"

Answer: We use S [or Springer] not for Knight so much, as for an advantageous name for one of the pieces used in chess; because, all things considered our judgment decides it the best sign or symbol we have seen. We consider the pieces of wood or ivory used in a game of chess, the representatives of certain powers or forces, not as independent existences, that can act at will, like Kings, Queens, Bishops, etc.

The NAMES of the wooden images used at chess, have nothing to do with their USES.

The fourth piece in force at chess is called in England a Bishop: in France a Fool: in Germany a Runner: but the use and power of this piece are the same in every

land. We ask which of these names is the most appropriate? There is a Bishop in our city, but we see no resemblance between the wooden images at my side and the religious ruler before mentioned. No King nor Queen can command his services, no Pawn dare dispute his sway and no Knight can capture him. Is it not almost a sacrilege to call a wooden image of pleasure by the name of a holy prelate? at the best it is a foolish name.

The German name Runner is far more sensible as indicating the movement of the piece in question, and neither makes a Fool of a Bishop, nor a Bishop of a Fool.

Castle is a good name they say because like Castles. those pieces stand on the outskirts of one's territory: but the chess Castle is a miraculous Castle (Chateau d'Espagne) moving at one bound from end to end of the board, or at times jumping over the King, unless peradventure the King jumps over the Castle. we may believe that the whale swallowed Jonah, but cannot believe that Jonah swallowed the whale. Our wise critics therefore transform a Castle into a Rook, a filthy bird, and we can imagine the Rook flying over the King, but when it comes to the

King flying over the Rook that is too much of a whaler. Alas! that neither the privileges of the sex may save the fairest Queen from this rapacious bird of stone and mortar; nor may the ecclesiastical fulminations of the Bishop, avail more than the ill timed mockery of the Fool! What's in a name?
The name king commands no respect in many parts of the world. Our chess friend whose photograph & biography are given in No. 31 of this Journal, is the undoubted heir to the kingly throne of Syria, does that help him in a game of Chess?

What has the idea of a King to do with that piece in chess, which in this neighborhood is called with republican logic "Old Sore Toes'?

As for the Queen, why should the Salic law be imposed on English chessers? Do not understand me as desiring to interfere with these names of King, Queen, Rook, Bishop or Pawn, or object to their initials K. Q. R. B. P. for what my French friend calls a fool and my English friend calls a Bishop, is to to me only a piece of wood neither Fool nor Bishop, but with the power to move diagonally on a chess-board.

As for Springer, i. e. jumper or hopper a piece of wood, that springs up as it were and alights on a differently colored square one off diagonally and one straight forward, which you call a Knight, the Frenchman a Horseman, and the Spaniard a Horse —— I will call in my friends and neighbors to see what they say. * * *

"My friends, I have called upon you to help me in a difficulty (showing the piece in dispute) can you tell me what this is? Many voices reply, 'Horse. A wooden horse No, my friends this is a Knight. A what? A Knight, a cavalier, a horseman,——Ah! yes, said one, a horseman, all but the man. Say, mister, said a big farmer who was listening, I'll tell you what it is, its a mare's head, I never saw any thing else so like it'. . . this is the story he told: When I was a boy and worked for my uncle with his many boys, he would make us hoe corn from daylight till dark, and the days are long in summer. The only way we could get even with him, was when he drove the old mare over the hill to plow the corn there, we used to sit down to rest, setting one to watch until uncle Sam, came in sight returning on the

next row, and then work would be hastily resumed. As the plowman's steed came in sight over the hill the words went around "mares head!" and concluded he, that's the only thing in nature your knight in the day time looks like. My friends, I replied with gravity, look at my gray hairs, and tell me am I to be thus made a fool of, excuse me Bishop I mean! This horse that I hold in my hand is a man, this wooden horse is a chessman, and on the chess board he can jump so fashion, from this square to that, see —Do you mean for to say, remarked my mare's head friend, that ere skip hopper can jump into the same tracks every pop? Of course and that is why we call it a Knight —In the accounts I have read, said a sweet Miss, the Knights of olden times went into Castles and freed suffering ladies from cruel bondage, does your chess Knight do that sir? certainly Miss: more; when he cannot enter a castle he jumps over it, forks the hostile Queen and Bishop and though unable to touch the little pawn that stabs him in the back—— Oh! horrid chess, said my young lady friend as she went off prejudiced forever I fear against chess. As for the others

they where soon convinced that Hopper, Jumper or Springer was in se a far better name for the rustic's mare's head than either Knight, Cavalier or Horse, and when it is known that the first letter in the name of a piece is used to represent that name in chess Books, and that as king has already taken the letter K, there seems some need of a different name from the obsolete knight some sense in having a different symbol than K to represent this jumper.

To use Kt is to use two letters where one will do better, for in writing and printing K and Kt, they get mixed, great confusion arises, and many errors occur: to use two letters where one will answer better is not a mark of progressive wisdom, but of conservative stupidity. In the short time that we have been using the one letter s instead of the two letters KT we have avoided the unnecessary use of the T in more than a million of cases; in the No. of the Journal before us the abbreviation S is used over 500 times in one copy. We save here alone more letters (500) than some chess columns have in an entire issue. Time and labor are saved and confusion avoided by using K and

s instead of KG and KT. Let any one take a game of chess scored with the English notation K and Kt to one printer, and the same game scored with the American notation K and S to another printer of equal ability and he will SEE the difference when he gets the proof sheet, and let anyone, as we have done, set up the type to print games in both notations and he will FEEL the difference.

Now my son and I have tried both ways, and we have found that S was the easier way, and so long as there is no good reason to take the more difficult way we will keep it you bet. S is easier, cheaper, simpler, more expressive and more natural than Kt, and besides all that has been said, it is the name used by the great German people, so far, it makes their chess books and ours correspond and is a step toward, not away from an universal notation; every English-speaking child knows that a springer is a jumper, although the learned Hazleting once tried to cram his chess readers with the contemptible nonsense that a springer was a whale! (See Hoykin's Macon paper.) Webster's dictionary defines a Springer to be, One who, or that which springs, or leaps. [Whales swim, not leap.]

Now for objections; A. Z. Huggins wrote us, that he could not bear the word Springer because, he "once knew a woman named Springer, that was hung for murdering her husband! Mr. H's objection is nothing to us. I never knew a woman named Springer that was hung for murdering her husband—on the contrary, the only family by the name of Springer, with whom I ever had any acquaintance was a very respectable family in Sullivan County, Missouri.

You say "the most forcible word is Knight a military follower of the King." Knights are of the dead past and therefore not of much force, please take notice that to win a game of chess other force, than force of words is what we want even admitting that the word Knight is as forcible a word as Springer, which I deny, because the piece in question is more like a Springer than like a Knight, either of the Walter Scott Don Quixote or any other kind: truth is more forcible than falshood be it in a name only.

Again. "Of what use is a jumper on a battle field, etc." my good sir, who proposes to go on a battle field to play a game of chess? One goes to a battle field to destroy

life, kill etc. but here on the porch on the shady side of the house in summer — indoors in our most comfortable room by the sparkling fire in the winter time is where we play chess, where mind meets mind, not with hatred fighting for life, liberty and home, but finding pleasure in intellectual action on games or problems dedicated to Caissa: while we have never used a jumper on a battle field, we have won some games of chess at home, that have almost made us jump for joy, by means of a jumper. There are other reasons for using $ which are reserved for future use.

In conclusion, while we solicit contributions of chess matter in any notation agreeable to the writer, hereafter as heretofore, we reserve the right to use in this Journal any notation we please.

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314. In the Evans if Black play 5 B K 2
5 B K 2 6 Q Q S 3 S K R 3
7 P Q 4 Q S Q R 4 (if 0—0 or × Q P B × K S)
8 Q R 4 S × B 9 Q × S K S S 5
10 P K R 3 K S B 3 11 P × K P if S K R 4
12 P K S 4 etc.

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63. The Volumes of the Dubuque Chess Journal go by Numbers enough to make a convenient sized book without any reference to years. Vol. V has 8 Nos. 528 pages.

493. By using numbers such unpleasant occurrances as the following may be avoided. After our first few month's study of chess the idea came to try to make a problem. Half an hour's work brought the following position..

718. O. A. Brownson, Jr.'s First Problem.

White to play and mate in three moves.

This was sent to the Editor of the leading N. Y. chess paper, and soon after, we read in his chess column ..

O. A. Brownson, Jr. Iowa City. Your three mover is no problem at all, but an easy mate in TWO moves

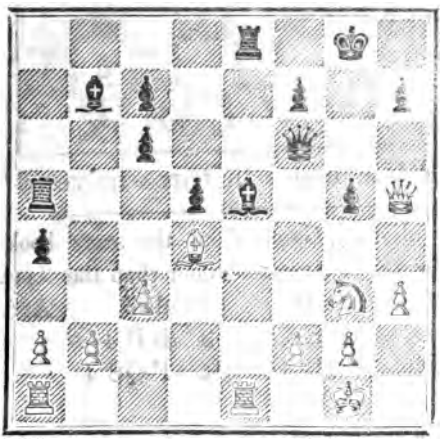
In vain I wrote again and again, asking how the mate could be forced in two moves, he has not deigned to show it yet!

We believe that many persons avoid chess papers, fearing to be dragged before the public in such an unjust and unpleasant manner as in the above case; therefore we say to you and to every chesser: do not feel any delicacy in sending us a problem or other chess-matter for publication, your communications will appear to be judged by the public, or you shall be satisfied why not, by letter or at the worst your number not name shall be given.

HUMANUM EST ERRARE.

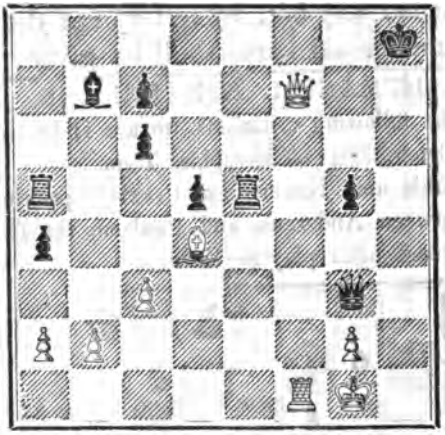
For the following criticisms, we are indebted to H. A. Littleton, Esq. of Memphis, Tenn.

In Suhle and Neumann's Praxis, speaking of a game between Anderssen and Paulsen, the following position and after play are given.



Anderssen (White)		Paulsen (Black)	
24 P K R 4	P K R 3	30 B × R +	Q × B
25 P × P	P × P	31 Q B 8 +	K R 2
26 R × B	R × R	32 R B 7 +	K S 6
27 P K B 4	Q × P	33 Q S 8 +	K R 5
28 R K B	Q × S	34 Q R 7 +	K S 5
29 Q × P +	K R	35 Q R 3 mates.	

neither these great players, nor the critics seem to have noticed that after the 29th. move of Black, White mates easily in three moves, by 30 Q R 5 etc.

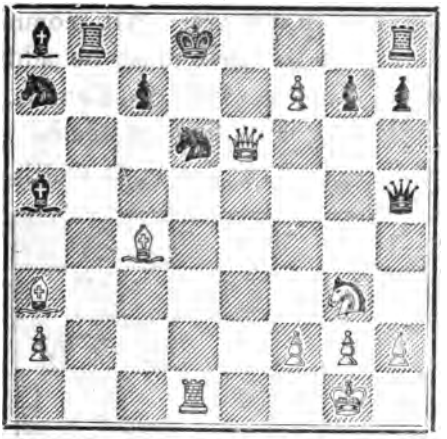


White mates in three moves.

In the following Game from the same book there seems to be a still greater blunder than the above: e. g.

Kolish.	Anderssen.	Kolish.	Anderssen.
1 P K 4	P K 4	3 B B 4	B B 4
2 S K B 3	S Q B 3	4 P Q S 4	B × P

5	P Q B 3	B R 4	15	Q R Q	S K B 4
6	P Q 4	P × P	16	R × Q P	K × R
7	0—0	P × P	17	P K 6+	K Q B
8	Q S 3	Q B 3	18	P × P	B R
9	P K 5	Q S 3	19	S × P+	S × S
10	S × P	P Q S 4	20	Q K 6+	K Q
11	S × P	R Q S	21	R Q+	S Q 3
12	Q Q 3	K S K 2		See Diagram.	
13	Q K 2	Q R 5			
14	B R 3	B S 2			



22 B × S wins at once in four moves at farthest but the text gives 22 R × S and continues to move 34, before the game is resigned. e. g

22	R × S+	P × R	26	Q × Q+	K R 3
23	Q × P+	K Q B	27	Q B 4+	K S 2
24	B K 6+	K S 2	28	Q K 4+	S B 3
25	B Q 5+	Q × B	29	S K 5	K R 3

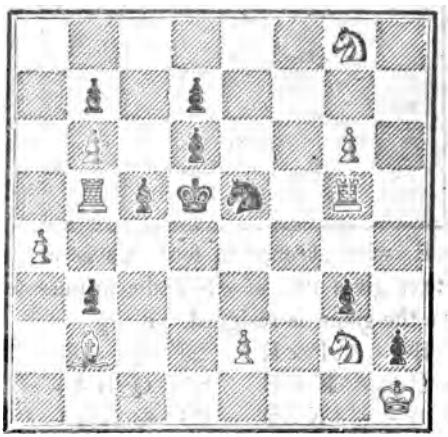
30	Q B 4+	K R 2
31	B B 6+	R S 3
32	B × R	B × B
33	S × S+	B × S
34	Q × B	Resigns.

THE FAVORITE.

An excellent Chess Column commencing with the 6th ultimo, appears in the Montreal weekly paper, The FAVORITE. All communications relating to its chess must be addressed CHECKMATE, London, Ontario, Canada.

The following is its first problem.

Problem No. 719. By F. C. Collins.



White mates in two moves.

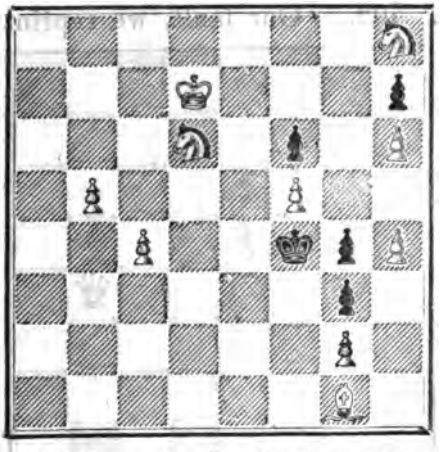
TOURNEY GAME NO. SIXTEEN.

First player gives his QS, which remove.

1	P K 4	P K 4	11	Q KR 5	Q K 2
2	B B 4	B B 4	12	R × KBP	Q QB 4
3	P QS 4	B × QSP	13	R KB 8+	K K 2
4	P KB 4	P × P	14	Q B 7+	K Q 3
5	P QB 3	B K 2	15	P Q 4	B × P
6	S B 3	B R 5+	16	B QR 3	Q × B
7	P S 3	P × P	17	P K 5+	B × P
8	0—0	P × P+	18	R Q+	K QB 4
9	K R	B KB 3	19	Q Q 5+	K S 3
10	S K 5	B × S	20	Q S 5	mates.

Problem No. 720. By George Groves.

(From Moore's Gems of Chess.)



White mates in three moves.

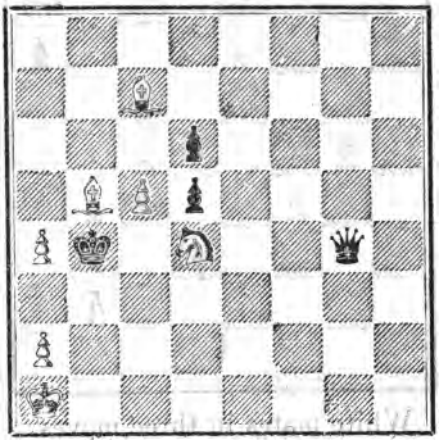
GAME NO. 260. (Queen's Gambit.)

(From the Chess Players' Chronicle.)

	Owen.	Boden.		Owen.	Boden.
1	P Q 4	P Q 4	11	0—0	P Q R 3
2	P Q B 4	P × P	12	B K S 5	R Q B
3	P K 4	P K 4	13	P K B 4	P K R 3
4	P Q 5	P K B 4	14	B × S	Q × B
5	B × P	S K B 3	15	P × P	B × P
6	S Q B 3	B Q 3	16	R × B	Q × R
7	S K B 3	P × P	17	R K B	Q K S 5
8	S K S 5	B K B 4	18	B K 2	Q K R 5
9	Q Q R 4+	Q S Q 2	19	P K S 3	B × P
10	S K 6	Q K 2	20	B K R 5+	And

White must win, for if Q × B S × K S P winning Q, and if K K 2 Black is mated in a few moves.

No. 708. Our fault, we reprint it.



CHESS PUBLICATIONS.

NEW PROBLEM BOOK.

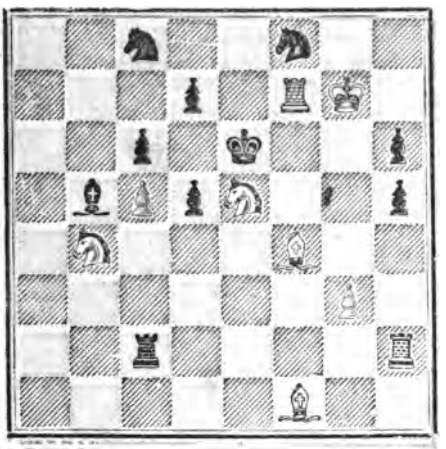
Messrs. J. Pierce and W. T. Pierce will shortly publish a collection of Three Hundred Original Chess Problems, at Six Shillings per copy, and will be glad to receive your name as a subscriber.

A list of the subscribers' names will be published in the work.

Names and addresses to be forwarded to Mr. James Pierce M. A. Copthill House, Bedford or to Mr. W. T. Pierce, Terrace Villa, Roehampton, Surrey, Eng.

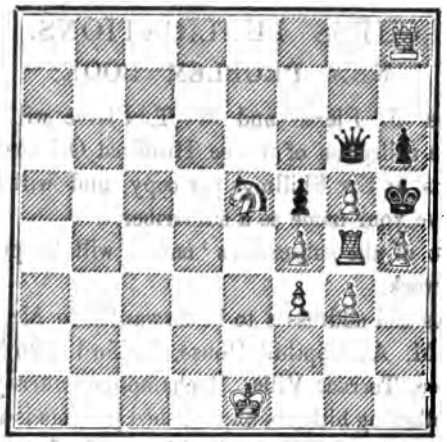
The following hitherto unpublished problem is a sample of the treat in store for us in this new book.

Problem No. 721. By James Pierce, M. A.



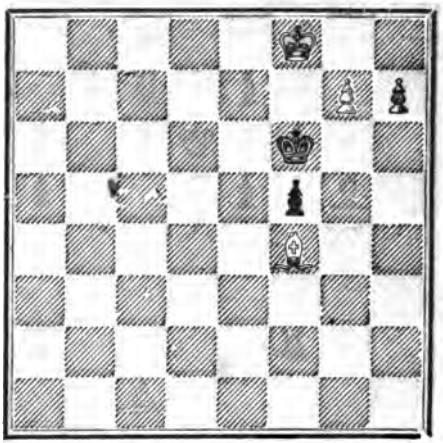
White mates in four moves.

No. 722. By J. Ashmore, Philadelphia.



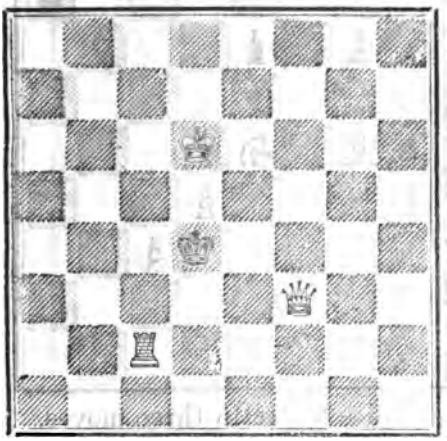
White mates in two moves.

Problem No. 723. By Charles H. Blood.



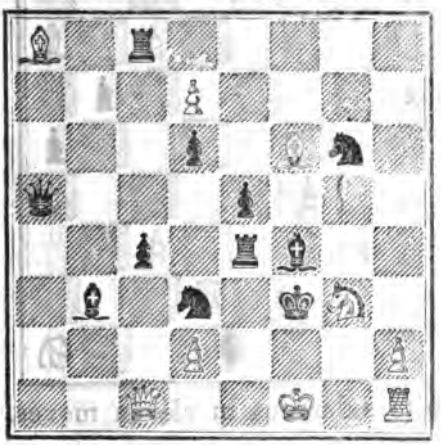
White mates in three moves.

No. 724. By George E. Carpenter.



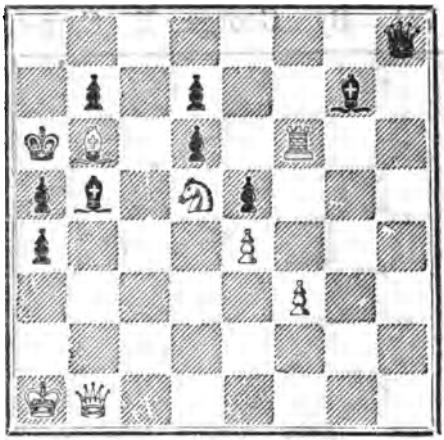
White mates in two moves.

Problem No. 725. By C. S. Crotty.



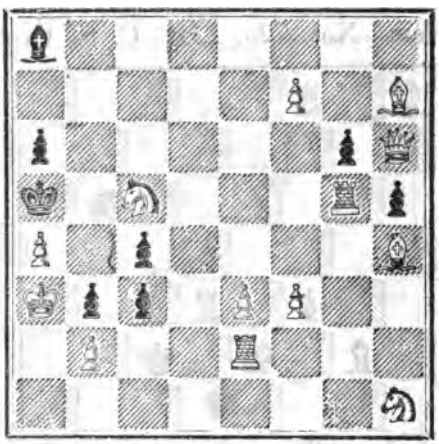
White mates in two moves.

No. 726. By David Fawcett, Leeds, Eng.



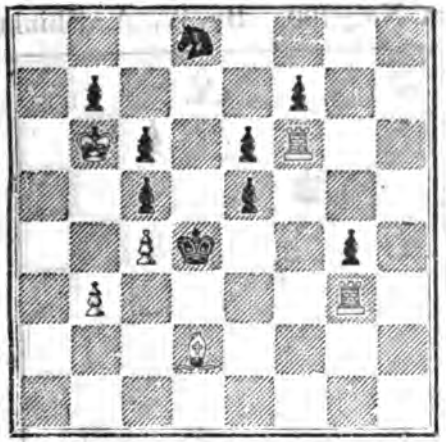
White mates in three moves.

Problem No. 727. By John K. Hanshew.



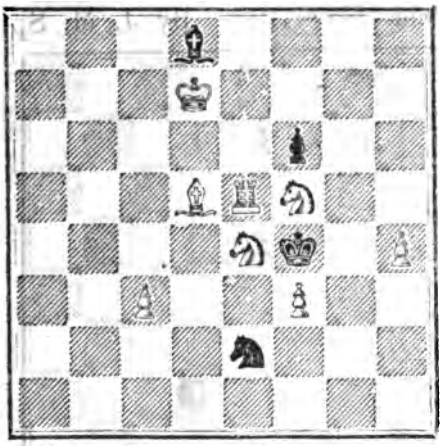
White sui-mates in eleven moves.

Problem No. 728. By W. T. Pierce.



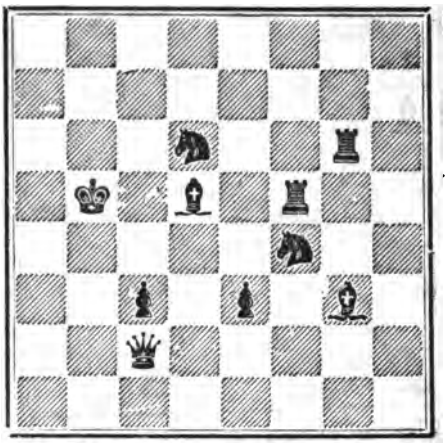
White mates in five moves.

No. 729. By C. Schwede, (Leipzig.)



White mates in three moves.

Problem No. 734. By Charles H. Wheeler.



Form the letter W in seven legitimate moves

VIENNA CHESS CONGRESS.

This forty days session closed on the 29th of August; the following were the games in the deciding match between Messrs. Steinitz and Blackburne.

GAME NO. 261. (Ruy Lopez.)

Mr. Blackburne.	Herr. Steinitz.
1 P K 4	P K 4
2 S K B 3	S Q B 3
3 B Q S 5	P Q R 3
4 B R 4	S K B 3
5 Q K 2	P Q S 4.
6 B S 3	B S 2

7	P Q 3	B B 4	21	S R 4	Q R S
8	P Q B 3	0—0	22	S B 6	Q K 3
9	B K S 5	P K R 3	23	B × S	Q × S
10	B K R 4	B K 2	24	P K B 3	R S 3
11	Q S Q 2	K R	25	B Q 5	K R Q S
12	S K B	P Q R 4	26	P S 3	S × S P
13	P Q R 4	P × P	27	S B 5	S B 4
14	B × R P	P Q 4	28	P Q B 4	R S 7
15	Q B 2	P × P	29	S × B	P × S
16	P × P	S Q 2	30	Q B 3	K R S 6
17	B K S 3	S Q B 4	31	Q × R P	R K 6+
18	R Q	Q K	32	K B	R × B P+
19	S K 3	B R 3	33	K S	R × B
20	S Q 5	B Q 3		Resigns.	

GAME NO. 262. [Irregular Opening.]

Steinitz.	Blackburne.	Steinitz.	Blackburne.
1 P Q R 3	P K S 3	15 P K R 3	R K S
2 P Q 4	B K S 2	16 P K B 4	S Q B 3
3 P K 4	P Q B 4	17 Q Q 2	Q Q B 2
4 P × P	Q B 2	18 P Q B 4	S Q
5 B Q 3	Q × B P	19 K R Q B	S K 3
6 S K 2	S Q B 3	20 S Q B 3	Q Q S 2
7 B K 3	Q Q R 4+	21 S Q 5	B K R
8 Q S Q B 3	P Q 3	22 K R	R Q B
9 0—0	B Q 2	23 Q K B 2	B Q B 3
10 P Q S 4	Q Q	24 Q K R 4	S Q 5
11 R Q S	P Q S 3	25 B K S 5	B × S
12 S Q 5	S K B 3	26 B P × P	K Q 2
13 S × S	B × S	27 B × K P	R × R
14 B K R 6	S K 4	28 R × R	R Q B

29	R Q	R B 6	34	Q B 3	S R 5
30	B B 6	Q B	35	B × B	Q × B
31	Q S 4+	S B 4	36	R Q B +	K S
32	B S 5+	K B 2	37	Q Q B 3	Q Q
33	B × R	P K R 4	38	B Q R 6	Resigns.

We are indebted to the courtesy of Hermann Lehner the Hon. Secretary of the late International Tournament for the following: First Prize (Emperor's Prize) 200 ducats in gold (the gift of his majesty the Emperor or Austria) and 1000 Austrian Guilders, was awarded to William Steinitz, of London, the winner of 10 matches and of the deciding match with Mr. Blackburne.

Score of the Tournament.

	Bird	Heral	Pitschel	Blackburne	Fleissig	Meitner	Rosenthal	Paulsen	Steinitz	Schwartz	Gelbfuhs	Andersen	
Bird		×	+	—	+	+	+	—	—	+	+	—	6×
Heral	×		—	—	×	×	—	×	+	×	×	—	3
Pitschel	—	+		—	—	—	—	—	—	—	+	—	1
Blackburne	+	+	+		+	+	—	+	+	+	+	+	10
Fleissig	—	×	+	—		+	—	—	—	×	—	×	3×
Meitner	—	×	+	—	—		—	—	—	+	+	—	3×
Rosenthal	—	+	+	+	+	+		×	—	+	+	—	7×
Paulsen	+	×	+	—	+	+	×		—	×	+	—	6×
Steinitz	+	+	+	—	+	+	+	+		+	+	+	10
Schwartz	—	×	+	—	×	—	—	×	—		×	—	3
Gelbfuhs	—	×	+	—	+	—	—	—	—	×		—	3
Andersen	+	+	+	—	×	+	+	+	—	+	+		8×

+ Won match, — lost match, × one half match.

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ERNEST MORPHY.

Ernest Morphy was born at Charleston South Carolina, on the 22nd. of Nov. 1807. His father was Don Diego Morphy, Spanish Consul for that port and his mother, a French lady, nee Louise Peire. Two years later his father having been promoted to the more profitable consulate of New Orleans, removed with all his family to the Cresent City.

Ernest Morphy's powers as a chess-player were fully established about the year 1840, by the publication of several of his games in the serials of that time. Since then he has contributed games and articles successively to Le Palemede, New York Chess Monthly La Nouvelle Regence, Le Sphinx, and quite recently to La Strategie.

It is now a fact belonging to the history of Chess in America, that in 1847 he had the honor of expounding the principles of the Openings to his nephew, Paul Morphy, who so well profited by these lessons, that he soon defeated — one after the other — the three

players then reigning supreme in the New Orleans Chess Club, Eugene Rousseau, Ernest Morphy, and A. P. Ford,

In 1854, Mr. E. Morphy left New Orleans sojourned two years in Ohio, and finally settled in Quincy, Illinois, where we believe, he intends to spend the remainder of his days in peaceful retirement.

But who ever knew a true lover of Caissa to indulge in complete repose? Through the interesting columns of the Chess Record, we find that the veteran is actually engaged in publishing the results of his mature reflections on the openings of our noble game. At his hands the subject is treated in a manner at once novel and inviting, for it does away with that great multitude of superfluous book digressions, which only serve to throw confusion into the analyses.

His LOGIC OF THE OPENINGS straightway gives to the student a distinct appreciation of the resources, first, as the attacking party and, next — as to the defence when in the position of second player.

Mr. Morphy has also introduced a great improvement on the old-fashioned notation of many writers; e. g.——

SIGNS FOR THE PIECES:

Call K	King.	Call Q	Queen.
B	K's Bishop.	b	Q's Bishop.
C	K's Knight.	c	Q's Knight.
R	K's Rook.	r	Q's Rook.

Signs for the moves:

×	means take.	—	means check.
0-0	castles R.	0-0-0	castles r.

Signs for the results:

=	equal opening	±	better opening
ad.	advantage	W	wins.

m 3. mates in three moves.

He regards the above as being "in fact the English Notation with the only salient difference of the sign C, instead of Kt, for the piece Knight; the old appellation -KNIGHT- being retained. . . . the sign C is appropriate since Cavalier is an English word synonymous with Knight, that it avoids the repetition of two Ks to designate the King and the Knight; moreover that the sign c corresponds also to the Italian CAVALLO, to the Spanish CABALLERO, to the French CAVALIER, to the Portuguese CAVALLEIRO, etc."

According to private correspondence between Mr M. and ourself, it appears that the theoretical department is to be followed by

Games, Notes and Synopses, a supplement designed to introduce numerous attacks and defences, inconsistant with the plan of the Logic, but nevertheless of much interest to the proficient amateur, in that he may resort to them on certain occasions. For example he can depart from the COUP JUSTE whenever his vis-a-vis shall prove, even very slightly unequal to him either in invention, or depth of purpose, or again in coolness of nerve, all qualities so indispensible in the combinations of the middle game.

We give a few of Ernest Morphy's games contested at different periods of his life.

GAME NO. 263. (Evans Gambit. 1840.)

	E. Morphy.	A. P. Ford.		E. M.	A. P. F.
1	P K 4	P K 4	12	R K	Q S R 4
2	S K B 3	S Q B 3	13	R × P + !	K × R
3	B Q B 4	B Q B 4	14	P Q 4 +	K K 3
4	P Q S 4	B × Q S P	15	P K S 4 (e)	P K S 3
5	P Q B 3	B Q R 4	16	Q K 4 +	K B 2
6	0 — 0	K S K 2 (?)	17	B × S +	K S 2
7	S K S 5	P Q 4	18	B K 7 (f)	R K
8	P × P	K S × B	19	Q K 5 +	K R 3
9	S × K B P (b)	K × S	20	P S 5 +	K R 4
10	Q B 3 +	K K 3	21	B B 6 +	Q B S 5
11	B Q R 5 (c)	B Q S 3 (d)	22	Q K S 3 and White	

mates next move. Notes. (a) Decidedly weak.

(b) A sacrifice even more indicated here than in the Fegatello, since White has his K R and Q B ready to co-operate with Q and K B.

(c) Effectually preventing Black from playing either QS to K 2 or KR to B square.

(d) With a view to attack the harrowing KB on the next move and get rid of him.

(e) Instant mate is threatened.

(f) Cruel predicament! If the Black Queen move away, White mates in two moves.

GAME NO. 264. (Center Counter Gambit.)

Contested in 1858.

	A. Pearson.	E. Morphy.	A. P.	E. M.
1	P K 4	P K 4	15 Q B K	B K S 6
2	S K B 3	P Q 4 (a)	16 B × B	P × B
3	P Q 3 (b)	S Q B 3	17 S Q R 3	S B 5
4	Q K 2	P Q 5	18 Q Q 2	Q K S 4 (e)
5	P Q B 3	B K S 5	18 K R Q	R K B 3
6	B Q 2	K B Q 3	20 S Q B 2	R K R 3
7	P K R 3	B × K S	21 B K B	Q R K B
8	Q × B	K S K 2	22 S K	R Q
9	B K 2	S K S 3	23 P Q B 4	Q R Q 3
10	0—0	0—0	24 P Q S 4	S × Q S P (f)
11	Q S 3	P K B 4 (c)	25 Q × S	S × R P
12	P K B 3	P B 5	26 P × S (g)	Q K 6+
13	Q K	B K 2	27 K R	Q K B 7
14	Q Q B (d)	B R 5	Resigns (h)	

(a) One of the less objectionable ventures in an off hand game. (b) Better take P at once and gain

time: the move made shuts up K B.

(c) Perfecting his vigorous developement.

(d) In order to oppose Q B to the adverse K B

(e) Threatening to take R P with S ch. etc.

(f) Black now reaps the reward of his fine developement in a very pretty combination.

(g) Forced: otherwise mated in two moves.

(h) For if B to K S 2. Black mates in two moves.

GAME NO. 265. (Kings Gambit Declined) Contested in 1862.

	E. A. Dudley.	E. Morphy.	Dudley	Morphy.
1	P K 4	P K 4	11 P Q B 3	Q K R 5+
2	P K B 4	B Q B 4	12 P K S 3	Q R 6
3	S K B 3	P Q 3	13 Q B K 3	B K S 5
4	B Q B 4 (a)	S K B 3	14 Q K B 2	S Q B 3
5	Q K 2	0—0	15 R K S	K R K
6	P × P (b)	P × P	16 K Q 2	R × Q B (d)
7	S × P (c)	B Q 5	17 Q × R (e)	Q × R P+
8	S K B 3	S × P	18 K Q B	R K
9	S × K B	Q × S	19 Q Q B 5	R K 4
10	P Q 3	S K B 3	Surrenders.	

(a) The usual and better move is P to Q B 3.

(b) P to Q B 3 was again preferable.

(c) Rather imprudent (d) Perfectly sound.

(e) If K takes R. Defence either wins Queen, or mates in three moves at most.

GAME NO. 266. (K B Gambit.) Contested in 1862.

E. Morphy F. A. Dudley. E. M. E. A. D.

1	P K 4	P K 4	11	Q K 2	P Q 3
2	P KB 4	P×P	12	QS Q 5	S×QS
3	B QB 4	Q R 5+	13	P×S+	K Q
4	K B	P KS 4(a)	14	QB×P+(c)	P×B
5	S QB 3	B KS 2	15	R×R+	B×R
6	P Q 4	S K 2(b)	16	R K	B Q 2
7	P KS 3	P×P	17	Q K 7+	K QB
8	K S 2	Q R 3	18	Q B 8+	B K
9	P×P	Q KS 3	19	Q×B mates.	
10	S KB 3	P KR 3			

NOTES.

(a) The old classic defence is now-a-days continued

		P Q 4!
5	B×P!	S K 2!
6	S QB 3	P KS 4
7	P Q 4	B KS 2
8	S KB 3	Q R 4
9	P KR 4	P KR 3
if 9	KS K 5	Q×Q+
10	QS×Q	S×B
11	P×S	QB KB 4 etc. b. g
10	K S!	Q KS 3
11	KS K 5	B×S
if 11	P R 5	Q QS 3 b g.
12	P×B	KR S
13	P×P	P×P b. g

(b) This move prevents the entrance of QS Q 5 but gives White time to form a strong attack on the King's side. (c) A deadly attack prepared by White's 11th. move: Q K 2.

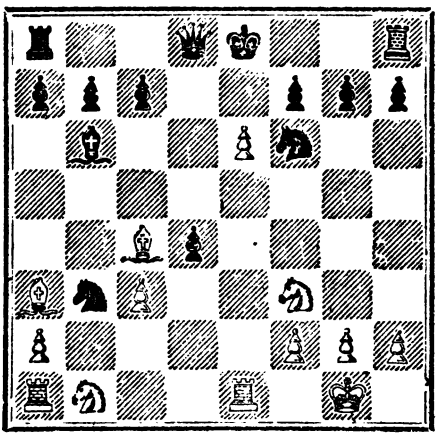
GAME NO. 267. [1862. Evans Gambit,]

A brief passage at arms.

	E. Morphy.	P. Shaub		E. M.	P. S.
1	P K 4	P K 4	7	0—0	S K B 3
2	S K B 3	S Q B 3	8	B Q R 3	B Q S 3 (a)
3	B Q B 4	B Q B 4	9	Q Q S 3	P Q 4
4	P Q S 4	B × Q S P	10	P × P	S Q R 4
5	P Q B 3	B Q R 4	11	K R K +	Q B K 3(b)
6	P Q 4	P × P	12	P × B	S × Q

And White announced mate in six moves.

BLACK. P. Shaub.



WHITE. E. Morphy.

(a) P to Q 3 would have been less disastrous.

(b) What else could he play?

GAME NO. 268. (Musio Gambit,)

† Contested in 1862.

	E. A. Dudley.	E. Morphy.	Dudley Morphy.	
1	P K 4	P K 4	K B × B P(b)	Q S × K P(c)
2	P K B 4	P × P	15 Q B × S	Q R × Q S
3	S K B 3	P K S 4	16 Q B × S(d)	Q R K 7 †
4	B Q B 4	P S 5	17 K B	Q K B 4+
5	P Q 4	P × S	18 K S	B Q B 4+
6	Q × P	P Q 4	19 Q B Q 4	R Q(e)
7	B × P	P Q B 3	20 Q R K B(f)	R × Q B
8	B Q S 3 (a)	Q × Q P	21 P K R 3(g)	Q × R+
9	Q B × P	S K B 3	22 K R 2	Q R × K S P+
10	Q S Q 2	Q B S 5	23 Q × R	B Q 3+
11	Q K S 3	Q S Q 2	24 Q S 3	mates.
12	P Q B 3	Q Q B 4		
13	P K 5	0—0—0		

NOTES.

(a) Stronger than B × B P+.

(b) The first departure from the books which direct White to take K S with P and submit to a perpetual check. But, let us see.

14	P × S	Q R K+
15	K B	Q B K 7+
16	K K	Q B K B 4+
17	K B	Q K B 4!

and through his last move, can not Black do better than draw the game?

(c) A brilliant sacrifice for the rapid development of all his forces.

(d) It is apparent that white cannot take Q R.

(e) Mustard indeed.

(f) As good a move as any other: his game is irretrievable.

(g) If QR × Q, instant mate follows by a double +

GAME NO. 269. (Ruy Lopez)
Contested in 1870.

	E. Morphy.	J. P. Cadman.		E. M.	J. P. C.
1	P K 4	P K 4	13	Q S K 2	B × K S
2	S K B 3	S Q B 3	14	B × B	P Q S 3
3	B Q S 5	P Q R 3	15	P Q B 3	Q K
4	B × S	Q P × B	16	S K B 4	B Q 2
5	0—0	B Q 3	17	R K B 3	Q R Q
6	P Q 4	P × P	18	R K S 3	P Q B 4
7	S × P	P K R 3(a)	19	Q K S 4	R K B 2
8	S Q B 3	S K 2	20	B K 3	K R 2
9	P K B 4	0—0	21	S R 5	Q K S
10	P B 5	B Q B 4	22	Q K B 4	B Q B (b)
11	Q B K 3	P K B 3	23	R × S P +	Surrenders
12	K R	B Q S 3			

(a) A move that cannot be accounted for.

(b) Black has no resource. if K R !

23	S × R S P	R × S
24	Q × P +	Q R 2
25	R × R	Q × Q
26	B × Q and White wins with ease.	

OBITUARY.

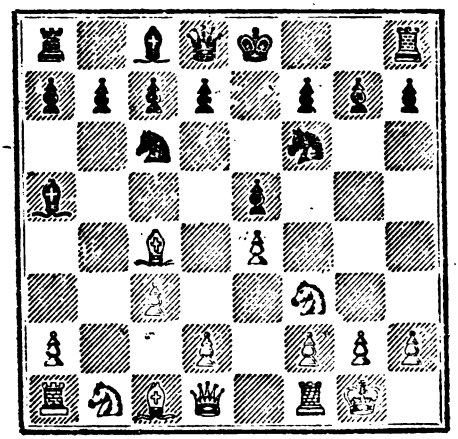
With poignant sorrow we record the cruel demise of our beloved chess-brother, HENRY A. LITTLETON, at Memphis of yellow fever October, 9th. 1873.

NEW ATTACK IN THE EVANS GAMBIT
BY JAMES MASON OF NEW YORK.

The following method of prosecuting the attack in the Evans Gambit, has hitherto been most unaccountably overlooked. It was first brought to my notice. by Mr. P. Richardson of Brooklyn, N. Y. who adopted it in a game between us, that was published in the Turf. Field. and Farm. some few months since.

It will be found to be the most successful line of play the first player can adopt, avoiding the formidable COMPROMITTIETE defence.

	WHITE	BLACK
1	P K 4	P K 4
2	S KB 3	S QB 3
3	B QB 4	B QB 4
4	P QS 4	B×QSP
5	P QB 3	B QR 4
6	0—0	S KB 3



The move 6 —— S K B 3 has been universally considered to be Black's best reply to 6 0—0, and it has heretofore been believed that it gives Black the better game. If instead of this he play 6 —— P Q 3 the position will almost immediately be resolved into a well-known form of the so-called, Normal defence, a defence, which is now virtually abandoned as being untenable and inadequate.

7 P Q 4 0—0
8 S×KP

In reply to this BLACK must make one of two moves he must play 8 —— S×S or 8 ——S×KP otherwise it is evident White secures the better game.

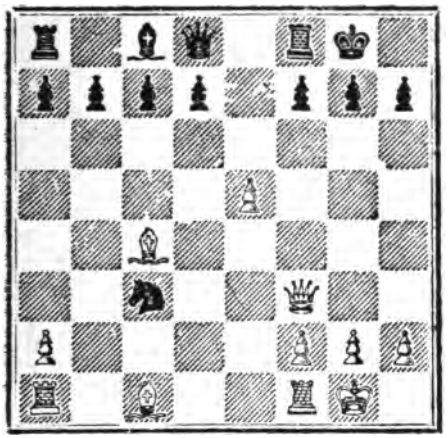
if 8 —— P Q 3 then

9 $\frac{S \times S}{P \times S}$ 10 $\frac{Q\,QR\,4}{B\,S\,3}$ 11 $\frac{QB\,S\,5}{P\,Q\,4}$ 12 $\frac{P\,K\,5}{\quad}$

if 8 $\frac{\text{P Q 4}}{}$ 9 $\frac{\text{P} \times \text{P}}{\text{S} \times \text{P}}$ 10 $\frac{\text{Q S 3}}{}$

In the first place let him play

8		S×S
9	P×S	S×KP
10	Q Q 5	B×BP
11	S×B	S×S
12	Q KB 3	



Again Black is limited to two moves: he must play 12 ——— S QR 4 or 12 ——— P Q 4.

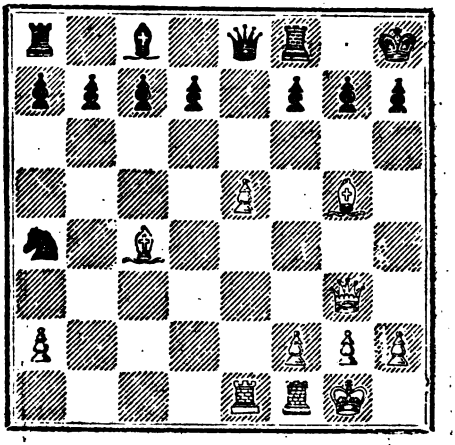
Although the first named move appears safe enough I believe the following variations will show that it is not to be relied upon to any great extent.

12 $\frac{\text{S QR 4}}{}$ 13 $\frac{\text{Q KS 3}}{\text{K R (d)}}$ 14 $\frac{\text{B KS 5}}{\text{Q K (b)}}$ 15 $\frac{\text{QR K}}{\text{S S 3 (a)}}$

16 B Q 3 / Q K 3 — 17 Q R 4 / P K R 3 — 18 B B 6 / K S

19 Q K 4 / P K S 3 — 20 Q R 4 / K R 2 — 21 R K 4

(a) After White's 15th. move.

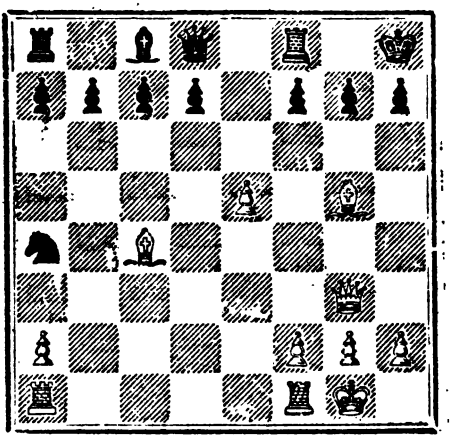


15 ——— (a) S B 4 — 16 Q R 4 / S K 3 — 17 B K 7 / R S — 18 B Q 3 / P K S 3

19 B B 6+ / S S 2 — 20 Q R 6 / P Q 4 — 21 P × P

14 ——— b) P K B 3 — 15 P × P / P × P c) — 16 B R 6 / R S

(b) After White's 14th move.



17 B×R / Q×B 18 Q B 4 / Q S 3 19 QR K

15 ——— (c) R×P 16 QR K / S S 3 17 B×R / P×B 18 QR K 7

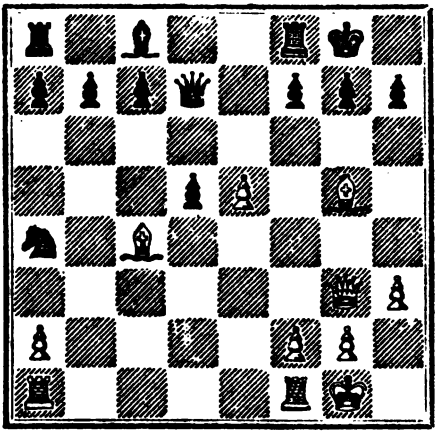
---

13 ——— (d) P Q 4 14 B K S 5 / Q Q 2 15 P K R 3 / P×B (e) 16 B B 6 / P S 3

17 Q K 3 / S B 4 18 Q R 6 / S K 3 19 QR Q

15 ——— (e) S B 4 16 B B 6 / S K 3 17 QR Q / Q R 5 18 R Q 4 / P×B (g)

(e) After Whites 15th move.



19 R S 4 / P K S 3 — 20 R R 4 / S S 2 — 21 Q S 5

18 ——— (g) K R — 19 R K S 4 / P × Q B — 20 B Q 3 / Q R 6 — 21 P × P

15 ——— (e) K R — 16 Q R Q / S S 3 — 17 B Q 3 / P K B 4 — 18 P × P / P × P

19 B R 6 / R S — 20 Q R 4 / Q B 2 — 21 K R K / B Q 2 — 22 B × R P / K × B

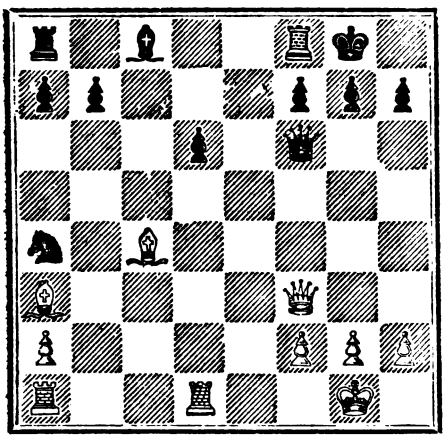
23 B B+ / K S 3 — 24 Q R 6+ / K B 4 — 25 P S 4+ ———

22 ——— Q×B 23 Q×P+ ——— R S 2 24 R K 7 ——— R S 25 R K ———

12 P Q 4

To return, 12 ——— P Q 4 is Black's best move at this point, by making this move his 12th, instead of his 13th he gets a pretty good game but still the advantage remains with the attack.

13 P×P en pass S R 4
14 B R 3 P×P
15 K R Q Q K B 3



This is better than 15 ——— Q B 2 or 15 ——— Q R 5 as is proved by the following:

15 ——— Q B 2(i) 16 Q R B ——— R Q 17 Q K S 3 ———

and White should win. If instead of 16 —— R Q

he moves 16 —— S QB 4 White plays 17 Q KS 3 with a winning game.

15 ——— (i) QKR 5 16 B×QP / Q×B 17 B×R / K×B 18 RQ 8+ / K K 2

19 Q Q / Q B 2 20 R S 8 / S B 4 21 QR B ———

and Black will speedily lose. If he plays 21——— PQS3 White will win the Rook in four moves, commencing with Q K 2 +. If he offer an exchange of Queens, he will lose a piece, and what ever he does he can not maintain himself for any length of time.

Instead of capturing the Bishop with his King at move 17, he might have played 17———B K S5

18 Q Q 5 / Q×Q 19 R×Q / K or R×B 20 RQ 4 ———

regaining the piece and securing the better game.

Returning to the diagram:

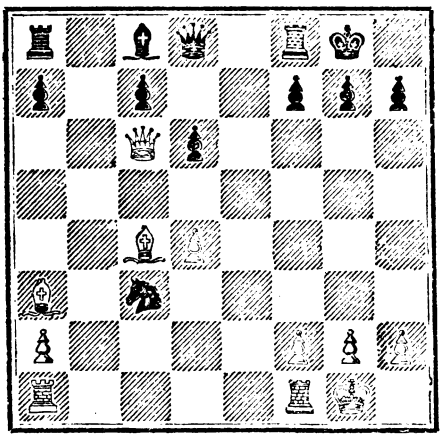
16	Q×Q	P×Q
17	R×P	S S 3
18	B S 3	B K 3
19	B×B	P×B
20	R×P	R B 2
21	Q R K	

and White's position is to be preferred although the advantage is very slight. I am not certain but that White would do better at his 16th. move to avoid an exchange of Queens and play for a continuance of

his attack. The foregoing however, suffices to prove that Black cannot capture the White Springer at his eighth move, with any advantage to himself. His best move at that point and one which simplifies his defence wonderfully is S × SP as in the following.

8		S × KP
9	B QR 3	P Q 3 (x)
10	S × S	P × S
11	Q QR 4	B × BP (y)
12	S × B	S × S
13	Q × BP	B Q 2
14	B × BP+	R × B
15	Q × S	

and the game is about even. This is the very best variation for Black. If he played S × S for his 9th move White can bring about a position in one of the preceedings variations favorable to the first player,



See Diagram page 111.

If he move 12 B K 3 White can continue thus.

14 $\frac{B \times B}{S\ K\ 7+}$ 15 $\frac{K\ R}{P \times B}$ 16 $\frac{Q\ K\ 4}{S\ B\ 5}$ 17 $\frac{P\ K\ S\ 3}{S\ S\ 3}$

[illegible] $\times$ P+ and Black's game is a shade worse than he had played 13 B Q 2, and finally if he had captured the BP with S (x) White plays S $\times$ S then

11 $\frac{\cdot}{B \times S}$ 12 $\frac{S \times K\ B\ P}{R \times S}$ 13 $\frac{B \times R+}{\cdot}$

[illegible]ld win if instead of 11 ——— B $\times$ BP Black [illegible] 11 ——— B S 3 White wins the exchange [illegible] Q $\times$ BP B K B 4 13 B Q 5 etc.

Of course, it is impossible to give more than a small part of the variations arising from a position like the one under consideration. The methods of playing the defence are innumerable but, I believe no one of importance has been overlooked, still there are one or two other variations in the second player's game that it might be well to notice: for instance he may preserve the gambit pawn by moving 9. S Q 3 inthe last variation instead of 8 P Q 3 but it requires no analysis to prove 9. S Q 3 a very bad move, by playing B S 3 White leaves him without any satisfactory reply.

Neither of his Springers can move, his K and R can not stir; his Q B and Q R are effectually bottled up, taken all in all, his position is a very melancholy one, and can not long hold together. If Black play 7—— S×KP instead of 7 Cas White takes the KP with S all the same, and then if Black Cas or plays S×S, the game is reduced to a phase in White's favor, for if 8 —— S×S 9 P×S 0—0 10 Q Q 5, and if 8 —— 0—0 9 B QR 3. White may also gain a fine attack by playing 9 Q KR 5 instead of 9 B QR 3.

In conclusion I may say that I should like very much to see this variation in the attack of the Evans tested thoroughly in actual play. If my notions of it be correct, it is much stronger than the line of play generally adopted as it secures the first player at least an even game.

NOTES ON 8-QUEENS PROBLEM.

BY GEORGE E. CARPENTER.

[The correspondent in the September No. of the Journal errs in presuming that I am not aware that Jaenisch treats upon the 8-Queens Problem. I have the three volumes of the excellent work referred to, and I

assured myself that nothing I was about to publish had been anticipated therein, before submitting these Notes to the attention of your readers. Those who follow me patiently will find that I refer to DE JAENISCH'S treatise when I come to make use of his labors.]

As stated in the last instalment of these Notes but one of the eight numbers as entered in accordance with the plan proposed, indicates a complete Forma. For the purpose, however, of examining as to whether some of the other numbers may not represent partial Formae, a diagram is now given with all entered therein.

Here it will be observed, but two changes are required in order that 3 may comply with the requirements of the Problem.

These changes are the removal of the 3 in 5th rank from the diagonal already commanded by the 3 in 2nd rank and of the 3 in 7th rank from the diagonal occupied by 3 in 4th rank. As every rank and file, from the nature of the construction, contains each number once and only once, any changes must be made in pairs, it at once occurs therefore, to pass the 3 in 5th rank to the 7th and that in 7th rank to the 5th maintaining each in its own file.

In the following diagram this has been

done and the interchange has been extended to all the numbers of these two ranks.

As one result of this the Forma shown by 3 is found in an another posture indicated by 6.

It will be noticed that in the above the numbers in the lower half still conform to a regular method of arrangement, though different from that in the first diagram. The series in the 8th or bottom rank is the same but for the ranks above the numbers are moved by a Kt's move to the right instead of to the left. The first plan gives numbers of the two halves in a parallel arrangement.

The last gives them conforming to a straight line in each half, but the lines are no longer parallel. That in the upper half of the 2nd diagram indicated by 3, the direction of which remains unchanged, may be termed the First Line. That in the lower half may be termed the Second Line.

This second Line diverges from the first cutting the verticals at the same angle.

To follow it in 2d diagram, commence at the 3 in 5th rank, thence go by a Kt's move to the 3 in 6th rank; thence by a Kt's move to the 3 in 7th rank, and thence to the 3 in

8th, or bottom rank.

The connection of Knight's move between the 3's in 3rd and 4th ranks, and between the 3 in 6th and 7th, will be rendered very apparent by bending the diagram with the face outward in the form of a cylinder, so as to bring the two sides together.

By this means not only will these 3's be brought within a Kt's move, but each line will now appear entire.

For ♀ to denote a complete Forma in the 1st diagram three changes are required.

Selecting as before the lower half, the 2's to be transferred are in the 5th, 6th, and 7th rank. Pairing the 5th and 6th, and the 7th with the remaining rank, the interchange is found to yield a new Forma and in two postures one indicated by 2, the other by 5.

1	2	3	4	5	6	7	8
7	8	1	2	3	4	5	6
5	6	7	8	1	2	3	4
3	4	5	6	7	8	1	2

4	3	2	1	8	7	6	5
2	1	8	7	6	5	4	3
8	7	6	5	4	3	2	1
6	5	4	3	2	1	8	7

Here, also, the two lines may be traced. The first is now entire; the Second is broken in two equal parts as before. Here, too the numbers in the lower half are arranged by method, and like those in the 2nd diagram might have been entered without the intervention of the 1st. In the last, the series commences at the even file next to the corner.

The entry then proceeds as in the 2nd diagram. It is obvious that in either of these cases, and indeed in the 1st, the numbers may be written in the 5th rank directly after filling the upper half of the diagram, thus conforming more with the simple plan pursued for odd boards. In this view the series in 1st diagram commences at second square of 5th rank, and is written to the left after which the numbers are slid to the right as in the upper half. In the 2nd diagram the series commences at 6th square, is written to the left and also slid to the left for subsequent ranks. The third diagram follows the same plan with 4th square of 5th rank as commencement, From the 4th square it is possible to write the numbers in the natural order, to the right, and also slide them in the same direction, thus conforming still nearer to the

plan for odd boards. The last gives the Forma first found, indicated by 4.

By varying the direction of writing the the numbers and of sliding them, many interesting results may be obtained, without changing the upper half. Among many others the following is interesting as it shows upon one diagram the Formæ represented on 2nd and 3rd.

1	2	3	4	5	6	7	8
7	8	1	2	3	4	5	6
5	6	7	8	1	2	3	4
3	4	5	6	7	8	1	2

8	1	2	3	4	5	6	7
2	3	4	5	6	7	8	1
4	5	6	7	8	1	2	3
6	7	8	1	2	3	4	5

As might be expected from the similarity of arrangement to which the numbers conform in both these Formæ, there is a marked parallelism thoughout between the two one (indicated by 2) sliding into the other (indicated by 3) just as in the two 5×5 or the four 7×7 Formæ, the Queens of each set occupying contiguous squares. It now re-

mains to inquire whether these Formæ may not be thus uniformly moved in other directions without violating the requirements of the case. To be continued.

SOLUTION TO REGULAR PROBLEMS.

474 1 B×S+ —— 2 S Q 4+
3 Q S 7+ 4 Q B 8+ 5 S B 5+
6 Q K 6+ 7 Q KR 6+ 8 S K 3+
9 Q KB 6+ 10 Q KB 5+ 11 Q Q 5+
12 Q QB 5+ 13 Q×RP+ 14 Q QS 4
15 Q S 2+ P×Q mates.

501 1 Q KB 2 KB 6 2 Q×P+ 3 Q±
—— Q×Q 2 B S 7+ 3 B×S±
—— P×Q 2 B Q 2 3 P, S or R±
—— Q S 6 2 P+ 3 Q±
QB 6 or R 6 2 B S 2 or P B 3+ 3 ±

502 1 Q×S B×Q 2 S B 8 3 S or B±
—— B R 5 B×B B or Q±
—— B S 4 B S 3+ B×B±
—— else Q KS 8+ B or Q ±

503 1 P QS 4 B×R 2 S×R+ 3 Q K 4±
—— K Q 3 R Q 4+ Q K 4m
—— R×P R Q 4 S or Q m
—— R Q 2 Q S 3+ B QS 3 m

504 1 Q K 3 ×Q 2 S KB 4+ 3 S K 2 m
—— Q×S P B 4+ Q m

505 1 Q KB 2 Q×B or B 3 2 Q B 8+
—— Q×S+ Q B 5 B or Q m

	——	K Q	B×P+	P or Q m

506	1 Q QR 8	R QB	2 Q×KR	3 S or Q m
	——	R Q	R×B	S R or Q m
	——	Q S	Q×Q	S or Q m
	— —	Q×S	Q K 8+ or	m

507	1	Q Q 4 or 1	R×S

508	1	K B 3	K R 5	
	2	B K 4	K R 4	
	3	B Q 3	K R 5	
	4	B K 2	K R 4	5 m

509	1	B K 2	K S 4
	2	B×B	P R 6
	3	R K R 4	K×R
	4	B K 7 mates	
		——	B×B
	2	K B 6	K K 5
	3	R×B+	K Q 4
	4	B B 3 mates.	

510	1	B QB 5	K K 4
	2	B QR 3	K Q 4
	3	B QS 2	K K 4
	4	P QB 4 m	
		——	K QB 5
	2	B QR 3+	K QS 4
	3	P QB 4+	K —
	4	R QR 6 m	
		——	K Q 4
	3	B QS 2	K K 4
	4	P QB 4 mates.	

511. Mates in three moves: e. g.

1 R K 4+ K — 2 R S 4+

512 1 B QS 5 Q×B 2 Q QB 4+
——— B×B Q KB 6+
——— Q KB 2+ Q×Q
——— Q QB 2 Q QB 4+

513 1 Q KS 3 K — 2 S Q 7
1 S KB 7 P K 4 2 Q×P
1 P K 3 K K 5 2 Q Q 4+

514 mate in two moves e g
1 Q KB 6+ K — 2 S B 3m

515 1 S K 5 K Q 7 2 Q KB 3
——— K Q 5 Q B 3
——— K S 6 Q QS+

516 If Black has the move by 1 S×B K×S in one move. It White has the move in 27 moves.

1 B B	2 R S 2	3 K S 3	4 B R 2
5 Q R S	6 B S 2	7 R B	8 R S
9 B R	10 R S 2	11 B S	12 K R 2
13 R S 3	14 B S 2	15 K R	16 B R 2
17 R S	18 B B	19 R S 2	20 B S 3
21 K R 2	22 R R	23 K S	24 R R 2
25 B S 2	26 K B	27 K×S	

517 1 K Q 6 or Q 5 R KB 7 or Q S 6 etc. or
1 B R 8 R S 6+
2 K B 5 K Q 6
3 B Q 5 B m
1 K B 5 R S 3
2 B R 8 K Q 6
3 B Q 5 B mates.

518 1 Q K 8+ K Q 3

2 Q K 5+ K × Q
3 B B 4+ K × B
4 Q S Q 3+ Q × S 5 S × Q m

519 1 The white Bishop should stand on Q S 3.

1 R B 8+ K S 2 2 R Q R 8

520 Solvable in two moves.

1 S K 6 R × S 2 S × R m

521 S × Q+ Q Q S 3+

522 P B 8 (S)+ and Q S 6+

523 Q × S+ and R R 8+

524 Q R 6 and R R 8+

525 1 B Q 3 P × B
2 R B 8 3 R K B 8 4 R m

526 1 K S K 3 Q K B 7 2 B B 7 or Q 8

527 Turn the board quarter around to the left, so that Q R will be at Q R 3, then call the P at S 8 a Springer, which mates.

528 S × Q P | 529 B K R

530 1 S K B 8 K × B 2 S Q 7
——— R K 5 2 S Q 7
——— R K B 5+ 2 S × R+
——— R × B 2 Q × R+

531 B Q R 5 | 532 B K R 3

533 B K 6 | 534 K B K B 7

535 R K B 6 | 536 R K B 6

537 R K R | 538 R Q R

539 In two moves by 1 R Q R 5 or 1 Q × R

540 1 P K S 4+ P × P en pass 2 B m

541 The Toronto critics were of the opinion that Black's game is lost by its nature from the beginning while those of Montreal thought that Black lost it by

this 44th move, and could have drawn it, if they had played 44 P QS 4. We believe that they are both wrong: for suppose

44 $\frac{}{\text{P QS 4+}}$ 45 $\frac{\text{P}\times\text{P}}{\text{P}\times\text{P}}$ 46 $\frac{\text{P QR 4}}{\text{P}\times\text{P}}$ 47 $\frac{\text{K}\times\text{P}}{}$

and wins. On the other hand we think the game is a draw, and that Black lost it by their 40th move. If

40 $\frac{}{\text{P KR 3}}$ 41 $\frac{\text{P KS 3}}{\text{P KS 4}}$ 42 $\frac{\text{P}\times\text{P}}{\text{RP}\times\text{P}}$ 43 $\frac{\text{P KS 4}}{\text{P QS 4}}$

44 $\frac{\text{P}\times\text{P+}}{\text{P}\times\text{P}}$ (if 44 $\frac{\text{P QR 4}}{\text{P}\times\text{RP}}$ 45 $\frac{\text{K}\times\text{P}}{\text{P QB 4}}$ and if

44 $\frac{\text{K B 5}}{\text{K R 4}}$ and if 44 $\frac{\text{P QR 3}}{\text{K S 3}}$) and draws. If

White varies his play at move 43 it will still give the same result, for if 43 $\frac{\text{P QR 3}}{\text{P QS 4}}$ as before, and if

43 $\frac{\text{P QR 4}}{\text{P QB 4+}}$ Black has no other mode of drawing, suppose

37 $\frac{}{\text{P QR 5}}$ 38 $\frac{\text{P QB 5+}}{\text{P}\times\text{P}}$ 39 $\frac{\text{K B4}}{\text{K B 2}}$(sooner or later Black must make this move.) 40 K×BP and will win.

542 1 B Q 3+ S S 8
2 R Q++ (also 2 R K 2++)

3 B B 4 7 Q Q S+ if K—or Q Int R K S 3+
4 Q Q 2+ 8 R K S 3+ Q×Q+ Q Q S 3+
5 R×S+ 9 Q Q S 3+ R×S+ S mates
6 Q×Q+ 10 S m Q Q S+

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543 1 1 S B 2+

---

544 1 Q S 6 P S 5
2 S×P K Q 4
3 K B 2 K B 5 4 S m
also 1 S K 4 K Q 5
2 K Q B 2 K K 4
3 Q Q 6+ K K B 4 4 Q ±

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545 1 K R Q Q 2—Q 6 etc P— 2 K K 6
also 1 K R Q 5 P×S 2 Q R Q R 4+

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546 1 Q R 5+ B 6 S S 3 P Q+
2 Q Q 2+ 7 S×Q P—
3 B B 3 P— 8 S S 3 P—
4 S S 3 P Q+ 9 S K 4 P R 8 (S or B)
5 S×Q P— 10 S B 4 etc m

547 1 Q K B 2

548 1 B K B 8 or 1 S S 4 See No 493

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549 1 B S 6+ B S 6 R×R P P S 5
2 S R P S 6 7 K B 3 P S 6
3 K Q 4 P×P 8 K S 2 P×R
4 B S P S 3 9 Q B 6+ B S 2
5 Q K 7 P S 4 10 K Q R · B×Q±

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550 1 S K 2 P Q R 4 7 P K S 3 P S 4
2 S K S 3 P Q R 5 8 B K S P K S 3
3 S K R P Q R 6 9 K K R 6 P K S 5+
4 B K R 2 P K 4 10 K K R 2 P K S 4+
5 S Q R 7+ P K 5 11 Q Q S 5 K×S
6 K K S 4 P×B 12 Q S 7+ K×Q(s m)

6	———	P S 4	10	K R 2	P—
7	B S	P S 5	11	Q S 5	K×S
8	P S 3	P×B	12	Q S 7+	K×Q s m
9	K R 3	P+			

Our solution list now stands;——

W. A. Shinkman	159	J. G. White,	79
F. H. Curtiss	157	L. W. Mudge,	65
C. H. Wheeler	155	C. H, Blood	45
J. K. Hanshew	153	W. Meredith	16
T, A. Thompson	152	F. Martindale	15
C. F. Hanshew	105	C. S. Crotty	11
J. M. Spear	100	L. W. Davis	5

REGULAR GAMES.

GAME NO. 263.

Contested at the Vienna Chess Congress.

Steinitz.		Anderssen.	Steinitz.		Anderssen.
1	P Q 4	P Q 4	14	K R Q	B×B
2	P Q B 4	P K 3	15	S×B	Q×S
3	Q S B 3	K S B 3	16	R×S	K R Q S
4	B K S 5	B K 2	17	Q S 3	B B 3
5	P K 3	0—0	18	Q×B P+	K R
6	B Q 3	P Q S 3	19	P K R 4	Q S 5
7	K S B 3	B S 2	20	R×Q R P	R×R
8	0—0	Q S Q 2	21	Q×R	R×P
9	R Q B	P Q B 4	22	Q×B P	Q K 3
10	P×Q P	K P×Q P	23	R Q	P R 3
11	P×P	P×P	24	R Q 6	Q B 2
12	Q R 4	S K 5	25	S Q	R K 7
13	B×S	P×B	26	K B	Resigns.

GAME NO. 264. (Ruy Lopez.)

Contested in the N. Y. D T C C Tournament.

	Doyle	Toetler		Doyle	Toetler
1	P K 4	P K 4	8	Q KR 5	QS K 2
2	S KB 3	S QB 3	9	P Q 4	P Q 3
3	B QS 5	KS K 2	10	P × P	BP × P (e)
4	0—0 (a)	P QR 3	11	B KS 5	K Q 2
5	B QR 4	P QS 4 (b)	12	S × S	P × S
6	B QS 3	P KB 3	13	Q × R	P QB 3
7	S KR 4 (c)	S KS 3 (d)	14	Q R 4	Resigns.

(a) P Q 4 is better and more attacking.

(b) Said to be bad but is often made by good players

(c) Premature but Black did not notice that.

(d) P K R 4 seems to be a very forcible move: the one made loses the game.

(e) QP × P is better, but the game is up.

GAME NO. 265. (King's Gambit.)

White gives QS (which remove)

Played at Norwalk Ct. 1872.

	F. M. Teed	Mr. McCoy		F. M Teed	Mr. McCoy
1	P K 4	P K 4	9	S × KSP	Q × S
2	P KB 4	P × P	10	B × KBP +	K B(b)
3	S KB 3	P KS 4	11	QB × P	Q K 2
4	B QB 4	B KS 2	12	KB × S	QBK 3(c)
5	P Q 4	P Q 3	13	B × QP +	K K
6	PQB 3	PQB 4	14	Q × QB	Q × Q
7	Q S 3	Q K 2	15	B × Q wins.	
8	0—0	B KS 5 (a)			

(a) P KR 3 is the proper move (b) K Q better

(c) Loses a piece but if 12——— K K 13 B × QP etc

GAME NO. 266. (Kings Gambit)

Played by correspondence between Mrs. J. W. Gilbert, of Hartford, and Mr. J. C. Romeyn, of Rondout, N. Y.

(From the Brooklyn Prospect)

	Mrs G	Mr R		Mrs G	Mr R
1	P K 4	P K 4	13	Q S × S P	S K R 3
2	P K B 4	P × P	14	Q R 7	P × P +
3	S K B 3	P K S 4	15	K B	Q B 3
4	B B 4	B S 2	16	Q B × P	B B 4
5	P Q 4	P Q 3	17	B × P +	K B
6	P K R 4	P K R 3	18	B Q 6 +	Q × B
7	P × P	P × P	19	Q × B +	K K 2
8	R × R	B × R	20	Q K 8 +	K B 3
9	Q Q 3	Q B 3	21	R K	S Q 2
10	S B 3	P B 3	22	Q × R	S × B
11	P K 5	P × P	23	R K 6 +	and wins
12	S K 4	Q K 2			

The lady plays beautifully throughout the game.

GAME NO. 267. [Kieseritzky Gambit]

	O Farrell	Hotchkin		O Farrell	Hotchkin
1	P K 4	P K 4	8	S × P	Q K 2
2	P K B 4	P × P	9	Q K 2	Q S Q B 3
3	K S K B 3	P K S 4	10	P Q B 3	K S R 3
4	P K R 4	P K S 5	11	S B 2	Q B K 3
5	S K 5	B K S 2(a)	12	P Q 4	K S B 4
6	S × S P	P Q 4	13	B × P	K S × Q P
7	S B 2 (b)	Q P × P	18	Q Q 2 (c)	B B 4 +

15	K Q	0—0—0	18	S×R	S×QB
16	B Q 3	S K 3	19	Q×S	Q K 7+
17	K B 2	R×B (d)	20	Resigns	

(a) Paulsen's counter attack the best play known

(b) Not so good as Q KB 3.

(c) Better than P×KS for then S×QP Q K 4 P KB 4 and Black wins.

(d) The speediest way to victory

GAME NO. 268. (Scotch Gambit.)

Played by correspondence between Mr. Charles Benbow, Acock's Green, and W. L. Pavitt, Esq. Chelmsford, England.

C. B.	W L P.		C B.	W L P.
1 P K 4	P K 4	12	Q×SP (b)	S×RP+
2 S KB 3	S QB 3	13	K S	Q KB
3 P Q 4	P×P	14	Q K 5+	B K 3
4 S×P	Q KR 5	15	B QB 4 (c)	S S 5
5 Q Q 3(a)	S KB 3	16	B×B	P×B
6 S×S	QP×S	17	Q×P+	Q K 2
7 S QB 3	B QS 5	18	Q B 5	R Q
8 B Q 2	B×S	19	QR K	S Q 4
9 B×B	S×P	20	R×Q+	And White
10 Q Q 4	Q K 2	has a winning advantage		
11 0—0—0	S×B			

(a) Fraser's move KS KB 3 is the best here, as by it White obtains a very strong attack for the pawn Horwitz move S Q S 5 is also much better than Q Q 3. (b) Good and effective. White plays well in this and the following moves to push on the attack

without stopping to take the Springer.

(c) This finishes the contest.

GAME NO. 269. (Ruy Lopez.)

(From the Toronto Globe.)

Contested lately at Seaforth, Canada.

	Dr. Vercoe.	Dr. Smith.		Dr. Vercoe	Dr. Smith.
1	P K 4	P K 4	20	B Q 2	P × P
2	S K B 3	S Q B 3	21	Q × Q S P	Q K B 3
3	B Q S 5	P Q R 3	22	B Q B 3	Q K 3
4	B R 4	S K B 3	23	R × R	R × R
5	0—0	B K 2	24	Q Q 4	Q K S 3
6	P Q 4	P × P	25	R K	R R 5
7	P K 5	S K 5	26	P Q S 4	R R 7
8	S × P (a)	S × S(b)	27	R K 8+	K B 2
9	Q × S	S Q B 4	28	R K 7+	K B
10	S Q B 3	P Q S 4(c)	29	Q × P+	Q × Q
11	B S 3	S × B	30	B × Q	K S
12	R P × S	P Q B 3	31	R × P	B B
13	S K 4	0—0	32	R Q B 7	B K 3
14	P K B 4	P K B 4	33	B K 5	R Q 7
15	S Q 6	Q Q B 2	34	R K 7	B Q 4
16	P Q B 4	B × S	35	R K S 7+	K B
17	P × B	Q Q	36	P Q 7	B B 2
18	P Q B 5	B Q S 2	37	R × B+	K × R
19	P Q S 4	P Q R 4	38	B Q 6	Resigns.

(a) B × S the book move is generally better,

(b) S Q B 4 is the move here. See game No. 23 in the Cleveland Chess Congress Book for the way to play this defence.

(c) Very bad. S × P is the correct move here.

PORTFOLIO.

CHESS IN ITALY.

Signor Seraphino Dubois, the champion chess-player of Italy, is about to issue a Book on the OPENINGS, price 10 lire [Italian.]

Address S. Dubois, 3 A Tor di Sanguigna Rome, for chess from the land of Romulus of the Cesars and of the Popes.

CHESS IN RUSSIA.

A grand Chess-Tournament is to be held shortly in Moscow. The princes Urussow and Galician, Messrs. Samarin, Drosdow, Baumann, Kaulen, Octrogorckago, Bugaeff Dr Schmidt and others are mentioned in the Oes. Sch. as leading contestants therein.

THE DANBURY NEWS.

B. M. Neill the well known and talented composer, late of Philadelphia but now of Boston, has commenced a chess column in the above. From its issue of the 29th. ult. we take the following: ——

A VERY SHORT GAME.

WHITE	BLACK
1 P K 4	1 P K 4

2 Q R 5 Black now played P K B 3 putting himself in check. White being a strict player made

him replace the P and as a penalty move his King
2 K K 2
3 Q × KP check mate.

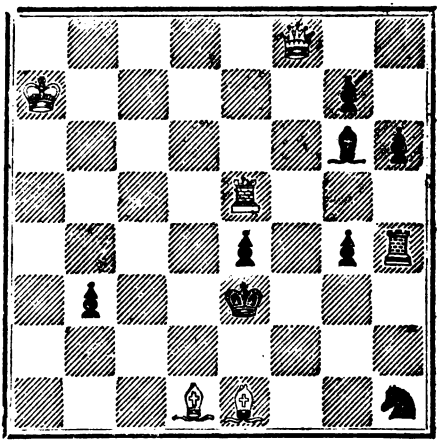
HUDDERSFIELD COLLEGE MAGAZINE.

Vol. II. of this beautiful College Monthly commences with October, 1873.

This number before us contains 5 pages of chess matter printed in the best style on the best of paper, and for THREE PENCE!

All communications for its chess Department to be addresed to the "Chess Editor of the Magazine, Fairfield, New North Road Huddersfield, England."

We take the following problem from its pages. Problem No. 759. By F. Healey.



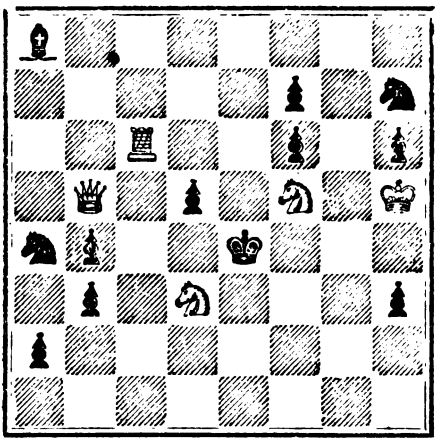
White mates in four moves.

OESTERREISCHE SCHACHZEITUNG.

From the above excellent Chess Magazine we learn, that no book of the Vienna Chess Congress will be published, but that the principal games will appear in its columns.

We take the following heavy problem from its last issue.

Problem No. 760. By Rudolph Wilmers.



White mates in four moves

123. We cannot agree with you that, the Vienna Chess Congress did not give good games on account of the time limit: on the contrary there were very many splendid games, and the limit 20 moves to the hour

is an excellent regulation. He that cannot make 20 moves an hour, having of course all of his opponent's time to consider the position of the game, should receive no prize as a Champion Chess Player: let such play by correspondence, or make problems, or play with those that like such long-winded opponents. Time in this world is of very great account and as long as the leading chess players of the world, as Morphy, Steinitz, Anderssen, and Rosenthal, make 20 moves to the hour, when there is no time limit, why not follow this rule in forced contests to decide chess superiority?

---

116. The mistake in 693 was ours, the one in 695 was yours. We reprint both.

---

11. The S at K 8 must have fallen out after the proof was corrected, and the form was in the press: we tried to be sure about your first problem, and were extra careful.

We reprint it as originally sent, having captured the horse thief and returned the horse.

---

233. The pawn at 72 in No. 481, should be Black or as you show, there is mate on

the move.

---

72. Make a formal application.

---

232. The only discounts we make are :

On Cash orders of.....

$10,	and upward,	10	per cent off
$50,	do	15	do
$100,	do	20	do

The Black Springer in Problem No. 2. Brownson's Plurima is a misprint it should be a White Springer.

---

29. Yours via Canada received.

The portions or parts of which you speak cannot be had separately. There is much disturbance lately in the foreign mails ; the great wonder to us is that packages wrapped in such thin, flimsy paper as some that we receive, ever get half way here! certainly if notified. that our wrappings were inadequate stronger ones would be used, or the attempt to mail matter across the ocean abandoned.

Please write foreign names very distinctly.

---

30. If you are a beginner in chess problem composing and will permit us to counsel, it is—try to use as few pieces as possible to bring out the idea of your problem.

E. H. Courtenay's compositions are models superior to those of any other author, in our estimation at least. A crowded position is an abomination, generally unsound and only fit to occupy much time for little profit, like the pig that was sheared for a sheep, much cry, little wool.

---

230. Since the English law prohibits "packages that appear to contain money or stamps to go through the mails, except as a registered letter," it might be well to use International P. O. orders. (care being taken to write the address plainly and correctly.) in all cases where a draft is not feasible.

---

366. Chess newspapers 5 cents each post free

WANTED.

Copies of No's. 8. 13, 23, and 29 of the Dubuque Chess Journal, for which we will pay the highest price.

---

272. The chess books in the Library of James Barker Esq are;——

American Chess Nuts	
American Chess Magazine.	Stanley
First American Chess Congress	Fiske
Chess and Chess Players	Walker
New Treatise on Game of Chess.	do

Selections from Philador	Walker
Jaenisch on Chess	do
The Philidorean (Magazine)	do
Cleveland Chess Congress	Brownson
Dubuque Chess Journal	do
Book of Chess	Agnel
Chess Players Hand Book	Staunton
do Companion	do
do Tournament 1851.	do
do Praxis	do
Jeu D Eches	Mouret
Morphy's Games	Frere
Science and Art of Chess	Monroe
Problems	Healey
Chess Congress 1862	Lowenthal
Brevity in Chess	Hazeltine
Greco on Chess	Lewis
Games at Chess (Westminster Club)	do
Game of Chess	do
Carrera on Chess	do
Chess Studies	Kling and Horwitz
Mc Donnells Games	W G Walker
Recueil D Etudes Progressive	Preti
Chess	Twiss
Key to the Chess Openings	Long
Games bet Edinburgh and London	
Treatise on Chess	Cochrane
Chess	Sarratt
Gianutio and Gus Selenus	do
Philidor on Chess and Caissa	Am Ed

Manuel of Chess		Marache
Book of Chess		Kelkirk
Chess Grammar		Kenny
Westminster Papers		
Euclid		Kling
Chess Brilliants		Taylor
Chess Strategy		Brown
Jaenischs Preceptor		
N. Y. Chess Monthly	2 vol.	1859-60

Porters and Wilkes' Spirit of the Times—complete.

A scrap book of the Illustrated London News — and another of the Clipper Column

The Chess Players Chronicle first series complete — and the new series to 1863

One thousand Games	Walker
Beauties of Chess	Alexandre
Morphy's Games	Lowenthal

N. Y. SPIRIT TIMES.

The chess department of this popular paper has lately passed under the control of Mr. James Mason, who has already, by his vigor ability and industry, placed its chess column in advance of his American Cotemporaries.

Du courage mon ami, faites feu qui dure.

DUBUQUE CHESS CLUB.

This club meets every Monday evening from 6 to 10 P. M. at the president's house on Bluff St head of 6th.

REGULAR PROBLEMS.

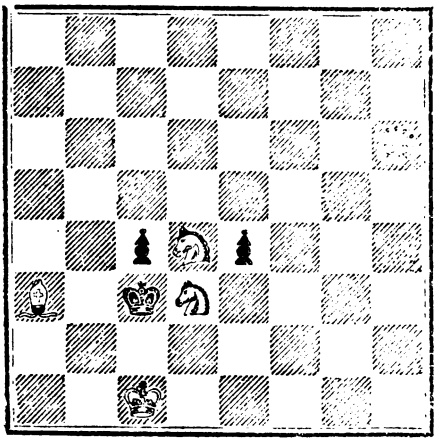
THE MYSTERY.

Respectfully inscribed to W. A. Shinkman by one of the Chess Journal contributors.

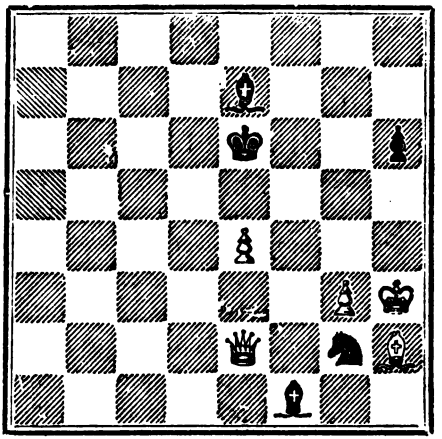
CHESS PUZZLE.

These three positions here you see
Contain a hidden mystery:
The moves I ween, not over four
Nor less than two of that I'm sure.
Conditions here, I'd better state
"To mate, and perhaps to sui-mate,"
Now if these problems be solved right,
The Author's name twill bring to light,
And all that I require to know
The solutions, to these problems show.

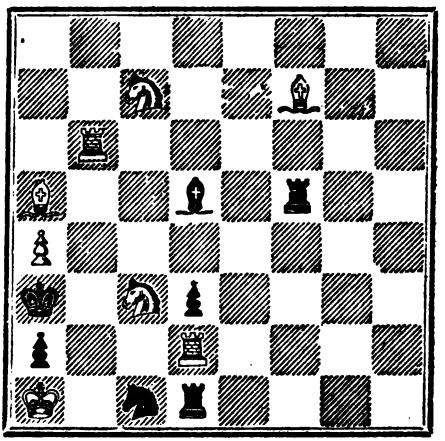
No. one. Problem No. 736.



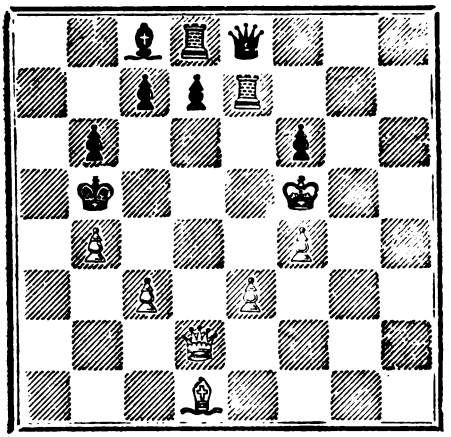
No. two. Problem No. 737.



No. three. Problem. No. 738.



Problem No. 735. By John G. Belden.

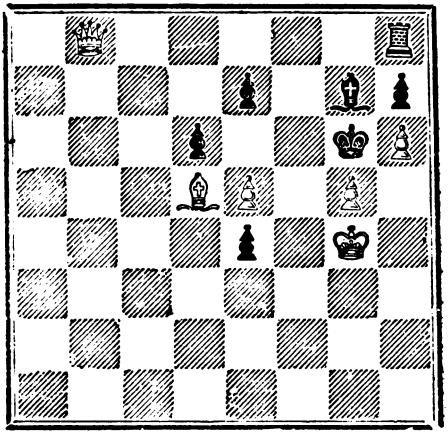


Either mates in three moves.

No. 722. By J. Ashmore, of Philadelphia.

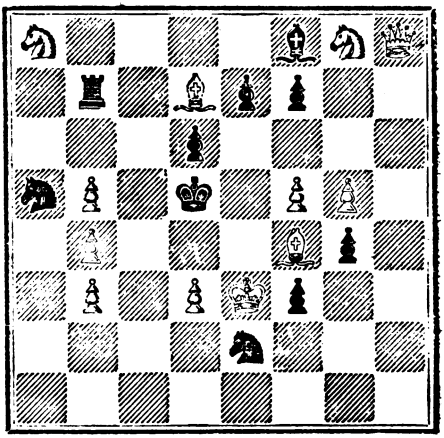
White mates in two moves.

No. 739. By J. Ashmore, Philadelphia.



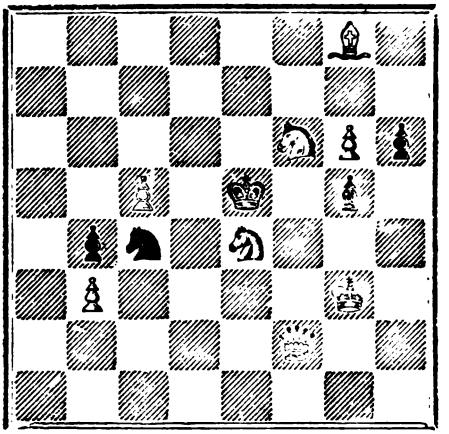
White mates in three moves.

No. 740. By J. Ashmore, Philadelphia.



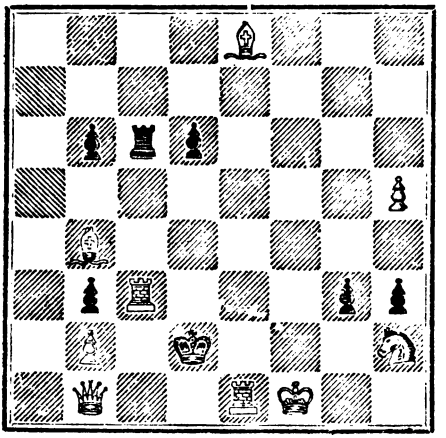
White mates in two moves.

No. 693 By J. N. Babson, Massachusetts.



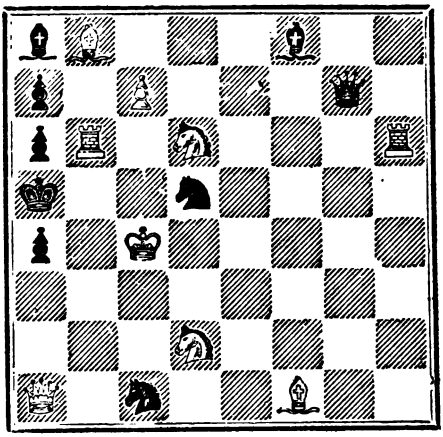
White mates in three moves.

695. By J. N. Babson. of Massachusetts.



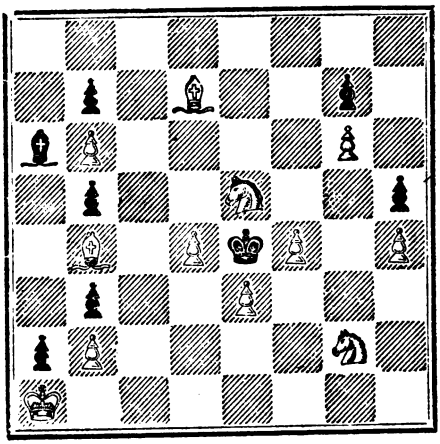
White compels self-mate in eight moves

Problem No. 677. Joseph N. Babson.



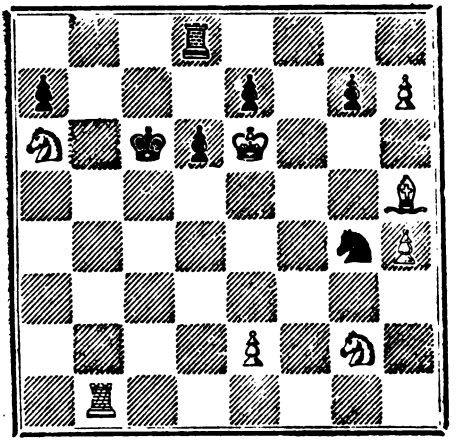
Either mates or sui-mates in two moves.

No. 741. By Charles Benbow, of England,



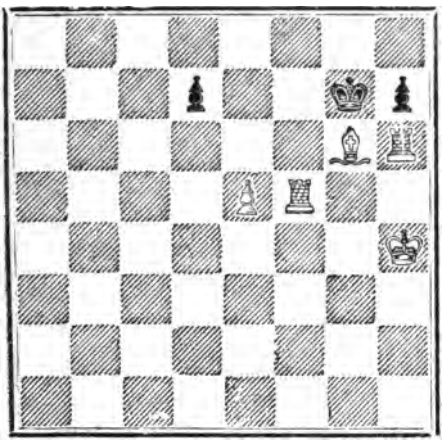
White mates in six moves.

No. 742. By Charles Benbow.



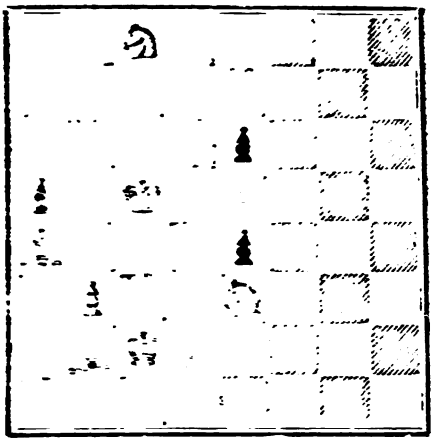
White mates in five moves.

No. 743. By Charles H. Blood.



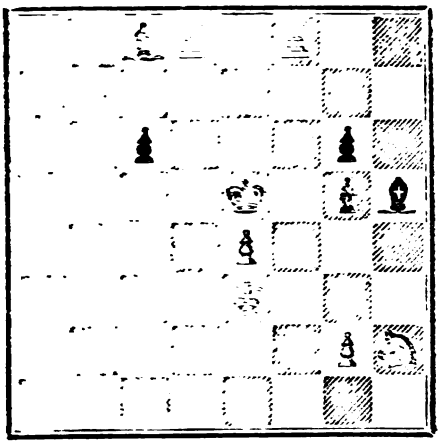
White mates in three moves.

No. 744. By Charles H. Blood.



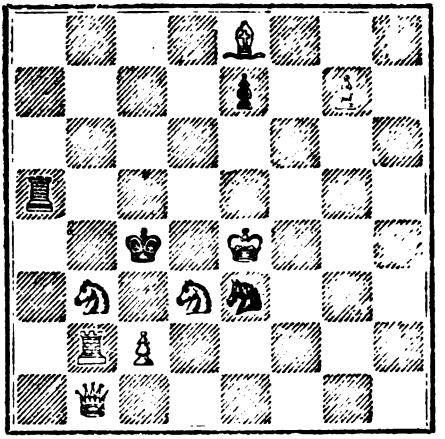
White mates in three moves.

745. By Richard Lacy, of Pawtucket, R. I.



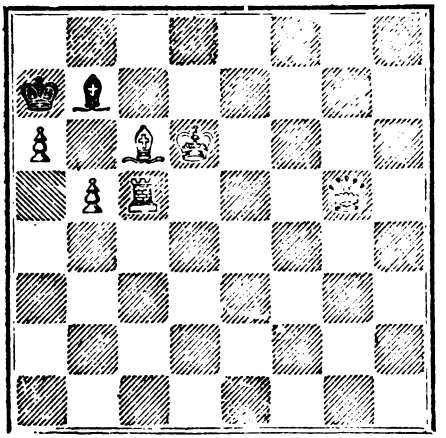
White mates in two moves.

No. 746. By Richard Lacy.



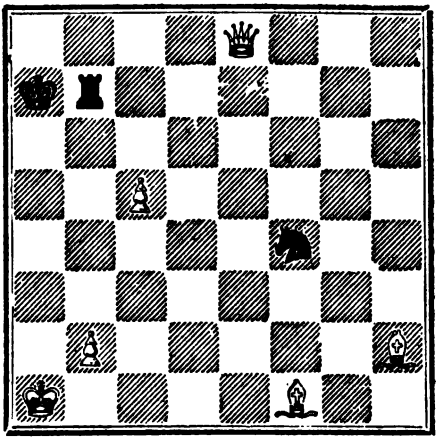
White mates in two moves.

No. 747. By Richard Lacy.



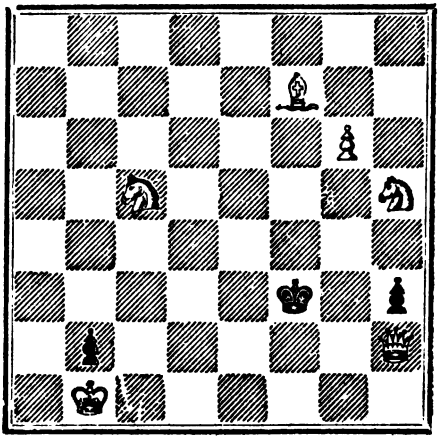
White mates in three moves in five different ways.

No. 669. By W. Meredith.



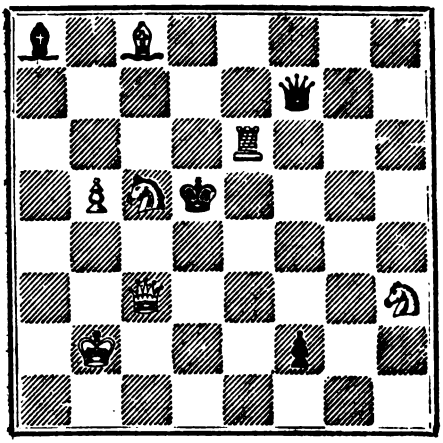
White mates in two moves.

No. 748. By W. Meredith.



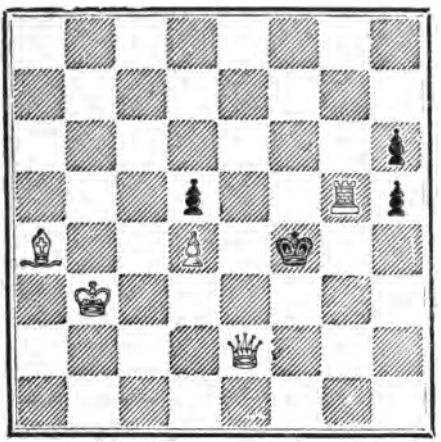
White mates in three moves.

No. 749. By W. Meredith.



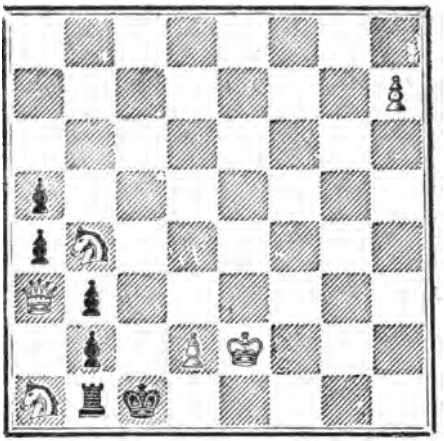
White mates in two moves.

No. 750. By C. Schwede.



White mates in three moves.

No. 751. By W. A. Shinkman.

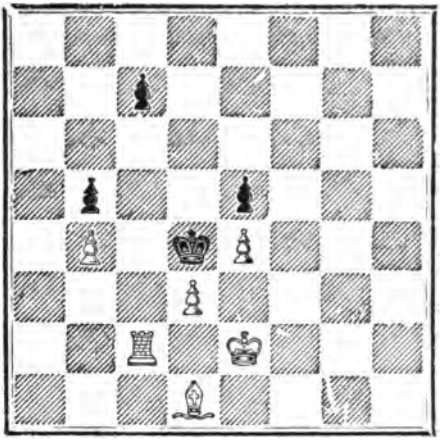


White sui-mates in eight moves.

No. 752. By W. A. Shinkman.

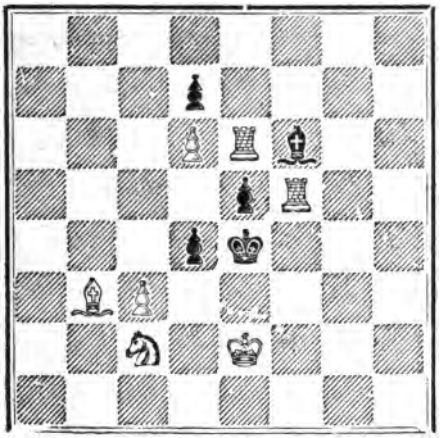
White sui-mates in ten moves.

753. By F. M. Teed, of Purdy, N. Y.



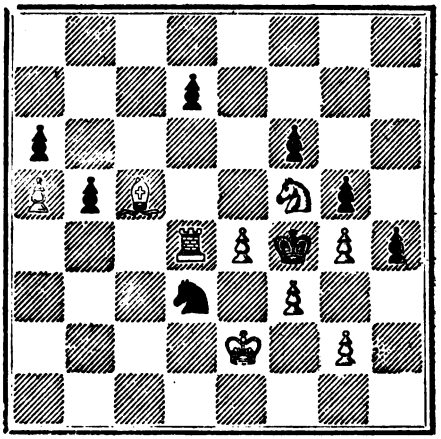
White mates in three moves.

No. 754. By August Vorrath.



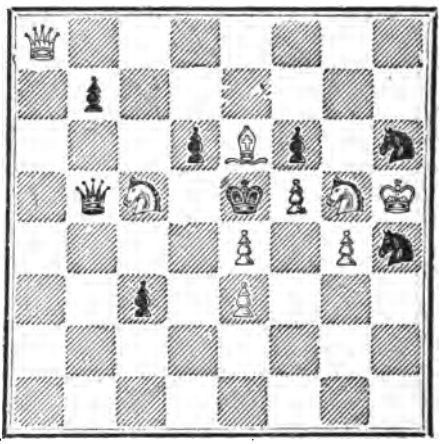
White mates in three moves.

No. 755. By August Vorrath.



White mates in three moves.

No. 756. By Charles H. Wheeler.



White mates in two moves.

CHESS JOURNAL:

VOL. VI. DECEMBER 1873. NO. 46.

W. H. HOTCHKIN.

WILLIAM H. HOTCHKIN was born of Norman English ancestry, September 12th 1840 at Watertown, New York.

When fifteen years of age, he learned the moves at chess, and in a short time, outplayed the chessers of his neighborhood, although he had not yet commenced studying the theory of the game. Some five years later, being in New York City, our hero called at the Morphy Chess Rooms corner Broadway and 4th street and boldly challenged a young man there: several games were contested and our friend routed horse, foot and dragoons by the metropolitan amateur. Mr. H. went home with Von Der Lasa's LEITFADEN, in which he commenced the study of the theory of the game, nor did he rest until he had vanquished his former antagonist even at the odds of a Springer. At school the subject of our sketch always led his class in mathematics: joined to this mathematical ability, so essential to

becoming a great chess-player, he found the acquisition of languages very easy, and he has considerable knowledge of all the modern tongues, particularly of the German and Spanish. Having chosen the profession of the law he was admitted to practice in his native state, and is now occupying a very high position among the lawyers of his vicinity.

Mr H. stands 6 ft. 2 in. in his boots, and during the Great Rebellion was First Lieutennant in the 8th New York Regiment.

At the first battle of Bull Run, he was acting brigade Quartermaster that day, and was personally thanked in public by President Lincoln for saving the brigade baggage, not a wagon being lost.

This has nothing perhaps to do with chess but shows, we believe, that with the strong perceptive powers, and ratiocination of our friend, joined to an uncommon assiduity and pertinacity, Mr. Horchkin will be enabled to build a chess power, and develop a chess ability of the very highest order and ultimate success, if only he can continue the study and practice of the game.

The following selection of games will show

Mr. Hotchkin's style of play, his power of analysis, and his present chess status.

GAME NO. 271 (Evans Gambit.)

Hotchkin.	O Farrell.	W. H. H.	P. O F.
1 P K 4	P K 4	17 B K 2	Q S S 2
2 K S B 3	Q S B 3	18 K S K 5	B P × S
3 B B 4	B B 4	19 B × B +	P S 3
4 P Q S 4.	B × B P	20 B S 4	Q Q
5 P Q B 3	B B 4	21 Q Q B 4	Q S B 4
6 0--0	P Q 3	22 Q R Q	P K R 4
7 P Q 4	P × P	23 B K 6	S × B
8 P × P	B S 3	24 Q × S	B Q 5
9 P Q 5	S R 4	25 R Q 3	Q Q 2
10 B S 2	K S K 2	26 Q S 3	Q B 2
11 B Q 3	P K B 3	27 B R 3	P B 4
12 Q S B 3	Q B S 5 bad)	28 S Q 5	S × S
13 P K R 3	B R 4	29 Q × S	K K 2
14 Q R 4 +	Q Q 2	30 B B	Q R K B
15 K B Q S 5	P B 3	31 B S 5 +	K Q 2
16 P × P	P × P	and Mr. H. wins.	

GAME NO. 272. (Q S Opening)

Hall.	Hotchkin.	Hall.	Hotchkin.
1 P K 4	P K 4	8 S × Q P	B K S 5
2 Q S B 3	Q S B 3	9 K S B 3	Q B 7 +
3 P B 4	P × P	10 K Q 3	0—0—0
4 S B 3	K B B 4	11 Q K 2	P Q B 3
5 P Q 4	S × Q P (a)	12 Q × Q	B × Q
6 S × S Q R 5 + (b)		13 K K 2	P × S
7 K K 2	P Q 4 (b)	14 K × B	P - P

15	B×P (c)	P×S	26	B K 5 (f)	S KS 3
16	P×P	B K 3	27	B Q 4	S kR 5(g)
17	B S 2	S K 2	28	B B 2	S×P+
18	KR K	S QB 3 (d)	29	B×S	R×B
19	P QR 3	R Q 4	30	B×P	R B 5 (h)
20	P QB 3	KR Q	31	R S 4	B QB 5
21	K S	P KS 4 (e)	32	P KR 3	R Q 6
22	B S 3	R Q 7	33	B K 3	R K 5
23	QR S	P KR 4	34	K B 2	P KS 5
24	P QS 4	KR Q 6	35	Resigns.	
25	P QS 5 (f)	S K 2			

(a) The idea of this sacrifice originated with Mr. I. E. Orchard of Columbia, S. C. although it had been played in off hand games by Mr. Mason of N Y. These two gentlemen named, as well as others, whose opinions are valuable, consider it sound.

Mr. Hotchkin on the contrary (though essaying it

for test purposes in a correspondence game,) thinks it unsound, and that it should enable Black to win.—it certainly gives the second player the attack.

(b) Probably this is Black's best line of play.

His only hope of success or of equalising the game consists in so entangling the White King that the loss of the Springer can be recompensed either in force or position.

(c) It will not do for white to endeavor to save the Springer e. g. 15 S K 5 —— 16 K S —— 17 S × B or B P / P K 6† R Q 8 —— P K 7

a very instructive position. Black either takes B with P or plays P K 8 (Q) according to circumstances and wins. The move made was probably best.

(d) The subsequent portion of the game makes this move of the Springer seem like lost time which however it was not. White does not make the most of his game from this point, while Black plays vigorously.

(e) The commencement of a very subtle attack and one very difficult to meet properly. The contingences are so numerous that it is no discredit to Mr. Hall that he failed to prevent his antagonist's advance.

(f) Bad, as it drives the Springer where it is far more effective than it had been.

(g) The Springer's progress has been well helped by White's weak play but is none the less interesting.

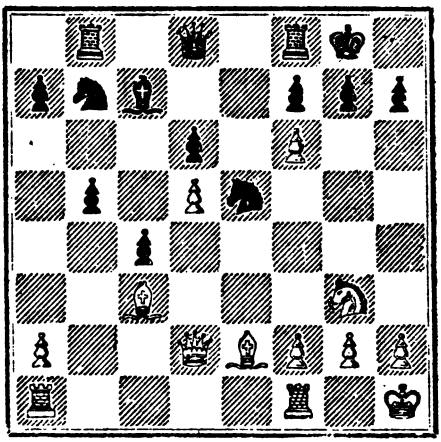
(h) The following manœuvres are very instructive.

GAME NO. 273. (Evans Gambit)

The following consultation game was con-

tested lately in Hartford, Conn. between W. H. Hotchkin playing the White men, and Captain O'Farrell, Mrs J. W. Gilbert, Dr. Hart, and Mr. Ulrich, directing the Black forces.

1	P K 4	P K 4	12	S QB 3	S KS 3
2	S KB 3	S QB 3	13	QS K 2	P QR 4
3	B B 4	B B 4	14	S S 3	B QB 2 (b)
4	P QS 4	B×QBP	15	K R	P B 5
5	P QB 3	B QR 4	16	B K 2	P QS 4
6	P Q 4	P×P	17	Q Q 2	R QS (c)
7	0—0	B S 3	18	B B 3	S QS 2
8	P×P	P Q 3	19	KS Q 4	B Q 2
9	P Q 5	S QR 4	20	KS KB 5	B×S
10	B Q 3(a)	S K 2	21	P×B	S K 4
11	B QS 2	0—0		P KB 6	See Position



22	——	P×P	25	S R 5	R KS

23 Q KR 6 K R 26 S × P and wins.
24 P KB 4 S Q 2 (d)

(a) By retreating the Bishop immediately a greater choice of moves is had, if Black does not pursue the Orthordox defence.

(b) Black neglects P K B 3 a necessary move here.

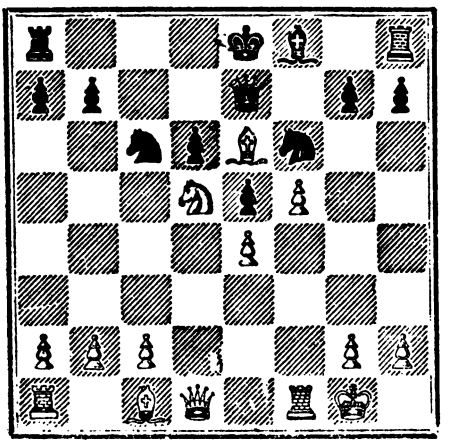
(c) Lost time. Which white makes the most of.

(d) Better R S and abandon the horse.

GAME NO. 274. (Philador's Defence)

Played at Springfield, Mass. June 21st.

	Hotchkin.	Beach.		Hotchkin.	Beach.
1	P K 4	P K 4	7	S × B	P × S
2	S K B 3	P Q 3	8	K B Q B 4	Q Q 2
3	P Q 4	P × P	9	0—0	S Q B 3
4	S × P	S K B 3	10	P K B 5 (c)	P K 4
5	S Q B 3	B K 3 (a)	11	B K 6	Q K 2
6	P K B 4 (b)	P Q B 4	12	Q S Q 5 (d)	——



12	———	S×S	20	Q R B 7	Q S 4
13	P×S	S Q 5	21	B B 6	R K S
14	P B 6 (e)	P×P	22	Q×K P (f)	R S 3
15	Q R 5+	K Q	23	R×B	R×R
16	R×B P	S×B	24	Q×P+	K R 4
17	R×S	Q Q 2	25	B Q B 3+	K R 5
18	B S 5+	K B 2	26	R K 4+	P B 5
19	Q R K B	K S 3	27	Q R 3 mates	

(a) A weak move

(b) Moving the KBP thus early, is a novelty well worthy of attention.

(c) Whether BLACK takes this P or not he gets a bad game.

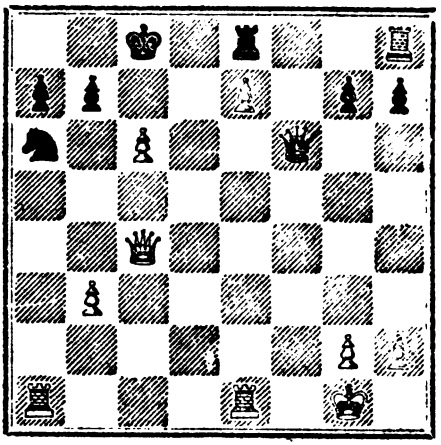
(d) Forcing the fighting where BLACK's position is the weakest. (e) Quite A LA GRECO!

(f) Presuming that all this must have been foreseen at whites 12th move, it does him no discredit.

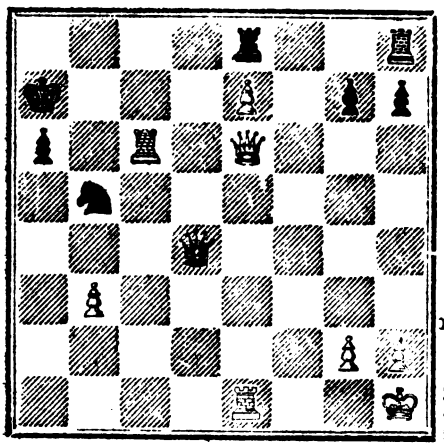
GAME NO. 275. [K B Gambit]

Hotchkin.	O'Farrell.	Hotchkin.	O'Farrell.
1 P K 4	P K 4	11 P Q 4	S R 3
2 P K B 4	P×P	12 R K	B Q 2
3 B Q B 4	P Q 4	13 S K 5	Q K B 3
4 B×Q P	S K B 3	14 Q Q 3	0—0—0
5 S Q B 3	B Q S 5	15 S×Q B P (d)	B×S
6 S K B 3	P Q B 3 (a)	16 P Q 5	K S B 2
7 B S 3	B×S	17 B K 7	Q K R 3
8 S P×B	S×K P	18 Q B 5+	B Q 2
9 B Q R 3 (b)	S K S 4 (c)	19 Q×K B P	Q R K
10 0····0	S K 3	20 P Q B 4	Q K S 3

21	Q×KEP	B KB 4	25	Q QB 4	S×B
22	P QB 5	B×QBP	26	P×S	Q KB 3
23	P Q 6	B×B (e)	27	P QB 6	——
24	P×B	S Q 4		See diagram	



27 —— S B 2 28 P×P+ K×P 29 Q K 4+ K S 30 R Q R 4 P Q R 3 31 R B 4 S Q S 4 33 R B 6 Q Q 5 32 K R(f) K Q R 2 34 Q K 6 (with a winning Position.



34	——	K S 2	37	R S 6+	K B
35	R × RP	S B 2	38	K R Q B (g)	
36	Q Q B 6+	K S			

(a) B × S is the proper move here giving Black the preferable game to play.

(b) A very effective move and most annoying to Black.

(c) This maneuver loses too much time.

(d) A bold move, but one which properly met ought to have changed the result of the game.

(e) Black can hardly spare the Bishop now.

(f) To avoid exchanging Queens when R goes to Q R 6.

(g) Here White touched his K R and was therefore bound to play it, which he did and eventually won the game but his best play, as he remarked at the time was 38 R R 6 threatening mate now if 38 ..... K S 39 R R 4 wins for if 39 —— Q Q 4 40 R R 8+ winning Q. and if 39 ..... R × K P 40 K R Q R.

GAME NO. 276. (Irregular Opening)

	Bixby.	Hotchkin.		Bixby.	Hotchkin.
1	P Q S 3	P K 4	9	B S 3	Q S K 4
2	P K 4	Q S B 3	10	P × P	B Q 3
3	K S B 3	K S K 2	11	B K 2	S × S+
4	P Q 4	P × P	12	P × S	B × B
5	B K S 5	P K B 3	13	B P × K B	Q × P
6	B K R 4	S S 3	14	0—0	B K R 6
7	P Q R 3	P Q 4	15	S B 3	Q Q B 4
8	P Q 3	B K S 5	16	S K 4	Q Q S 3

17	R KB 2	0—0—0	23	P×P	R KR
18	P QS 4	KR K	24	P QB 3	B×SP
19	B Q 3	S K 4	25	B K 2	B×B
20	R Q 2	P KS 4	26	Q×B	P Q 6
21	P KS 4	P KR 4	27	Q K 4	R R 5
22	S B 2	P×P	28	Q B 5+	K S
		29 K S 2	R KB 5	Resigns.	

GAME NO. 277. (Sicilian Defence)

	Orchard.	Hotchkin.		Orchard.	Hotchkin.
1	P K 4	P QB 4	13	QS B 3	0—0
2	P Q 4	P×P	14	S Q	P KB 3
3	KS B 3	P K 3	15	QR B	P×KP
4	S×P	KS B 3	16	P×P	Q S 5+
5	B Q 3	QS B 3	17	P QB 3	Q KB 5
6	B K 3	PQ 4	18	R QB 2	S×B+
7	S×S	P×S	19	Q×B	R KB 4
8	P K 5	S Q 2	20	S K 3	R×KP
9	P KB 4	KB B 4	21	R K 2	B R 3
10	B×B	S×B	22	P B 4	QR KB
11	Q K 2	Q QS 3	23	KR B	Q R 5+
12	P QS 3	P QR 4	24	P S 3	R×R+

Resigns.

GAME NO. 278. [Ruy Lopez.]

Played by correspondence between Mr J. C. Romeyn of Rondout, N. Y. and Wm. H. Hotchkin. of Watertown, N. Y.

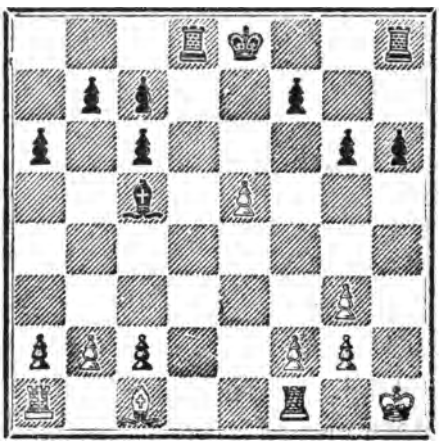
(Notes by the Editor of the Deutsche Schachzeitung)

Romeyn.	Hotchkin.	Romeyn.	Hotchkin.

1	P K 4	P K 4	5	P Q 4	P × P
2	K S B 3	Q S B 3	6	P K 5	S K 5
3	K B S 5	P Q R 3	7	0—0	B K 2
4	B R 4	K S B 3	8	B × S	

This exchange insures to second player the best game. A better move is S × P to which Blacks best reply would have been S Q B 4, (See Cleveland Congress Book.)

8	.....	Q P × B	13	S × B	S K 7+
9	Q × P	Q B B 4	14	K R	P K S 3
10	Q S B 3	K B B 4	15	S S 3	S × S+
11	Q × Q+	R × Q	16	R P × S	P K R 3
12	K S R 4	S × S		Necessary to prevent B S 5. Black has the better game.	



17 P K B 4

A bad move. We should have prefered 17 K S followed by R K and B K 3.

17 ..... 0—0 18 P KS 4 R Q 4

A very good move of Black. 19 P Q B 4

By this, White permits his adversary's Rook to occupy his Q 3 but he could not allow him to remain at his Q 5. 19 ..... R Q 6 20 K R 2 B Q 5

White is in a very constrained Position

21 Q R S P K B 4 22 P × P en p K R K

Black plays the end remarkably well

23	P KS 5	K R K 5	29	K R 3	R R 7+
24	P × R P	B × B P	30	K S 3	B R 5+
25	P Q S 3	R K 7	31	K B 3	R R 6+
26	P Q R 4	K R 2	32	K K 4	R K 7+
27	B R 3	Q R Q 7	33	K Q 4	B B 3+
28	B B 8	R × P+		And Black wins.	

GAME NO. 279. [Odds Q R.]

Contested Sept. 3rd. 1873.

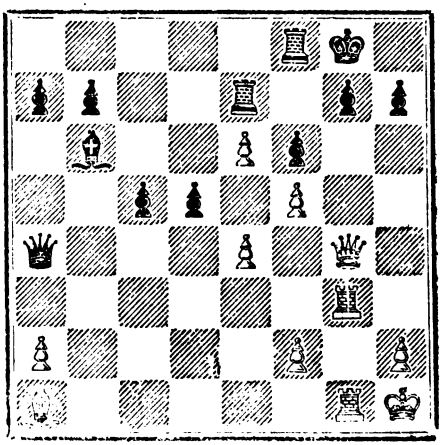
	Hotchkin.	Davis.		W. H. H.	A. J. D.
1	P K 4	P K 4	11	P × P	B × P
2	P K B 4	P × P	12	R R 5	K S B 3
3	B Q B 4	P Q 3	13	R × B	Q × R
4	Q S B 3	P Q B 3	14	S Q 6+	K K 2
5	P Q 4	P K S 4	15	S × B P	Q Q B 4
6	P K R 4	B S 2	16	Q K 2+	K B
7	P × P	Q × P	17	S × R	S Q 4
8	K B	Q B 3	18	K S B 3	Q B S 5
9	P K 5	P × P	19	B × S	Q × B
10	S K 4	Q K 2	20	B × P	B × S

White mates in two moves.

GAME NO. 280. (Evans Gambit.)

	Mr. Hotchkin.	Mrs. Gilbert.		WHH.	JWG.
1	P K 4	P K 4	17	P×B	S K 4
2	KS B 3	QS B 3	18	S B 4	Q K
3	K B B 4	K B B 4	19	B K 2	Q R 5
4	P Q S 4	B×Q S P	20	B Q R	Q S B 5
5	P Q B 3	B B 4	21	B×Q S	S×B
6	0—0	P Q 3	22	Q K 2	S K 4
7	P Q 4	P×P	23	S K 6	R B 2
8	P×P	B S 3	24	P B 4	S Q 2
9	P Q 5	S R 4	25	K R K S	Q R 3
10	B S 2	K S K 2	26	Q K R 5	Q R 5
11	B Q 3	0—0	27	R K S 3	S B
12	Q S B 3	K S S 3	28	Q K 2	R K
13	Q S K 2	P Q B 4	29	P B 5	Q R K 2
14	Q Q 2	P K B 3	30	Q R K S	S×S
15	K R	B K S 5	31	Q P×S	R B
16	Q R B	B×S	32	Q K S 4	P Q 4

White mates in eight moves.



ERROR. In Game 267. Evans Gambit, page 106, Black's 5 th move ought to have been B QR 4 not as misprinted B QB 4 This error clashes with the Note (a) to move 8 ..... B QS 3 for Black's best move, then, would have been B × B

SOLUTIONS: REGULAR PROBLEMS.

551 Q KS 6 552 Q Q also R × QBP

553 1 Q S 2 K B 3 2 Q KR

if QS moves 2 Q K 4+ or 2 S × KSP+

if KS KS 8 2 S × KSP+ or 2 Q × S

if K KB 6 2 Q KR or Q × S+

This is a doubly difficult problem, for Black can hardly avoid giving White a chance to mate him in many ways whence it may be called the immolation problem of the age.

554 1 Q QS+ / × Q — 2 B K 4+ / × R — 3 S × KP+ / S × S ±

1 R × Q+ / K × S — 2 P K 3+ / S × P — 3 Q K 5+ / B × Q ±

555 1 S K 7+ S × S

2 R × S+ P × R

3 S QB 7+ Q × S

4 B KR 5 — — 5 B ±

556 1 Q B+ K R 7

2 Q × RP+ P × Q

3 S × S+ K R 8

4 S K 2+ B × B

5 R KR+ — —

6 S B+ K R
7 S S 3+ K R 7
8 R Q R+ B × R S mates.

557 1 R Q R 2 Q K S 8
2 Q K B 3 R × Q
3 B+ .....
4 S S 6 —— 5 S ±

if 1 ..... Q Q B 6 2 S × Q

558 1 R K S 3 B K B 3
2 Q × S S × Q
3 R S 3 —— 4 S mates.
..... P S 4
2 Q × S B × P
3 Q × B —— 4 ±

559 1 B K 5+ 5 S Q 6+
2 Q Q B 6+ 6 B × B+
3 S K B 6 7 B K B 7+
4 R Q 7+ 8 B K R 5 B × B ±

560 1 S Q B 8 S Q 5
2 R K S 5 S K 7
3 R × Q S P B Q
4 Q × S (44) Q K S 8
5 R Q S 6+ B × R 6 ±

also 1 R K S 7 S Q 5 2 Q × B etc.

561 1 P S 4 Q K B 8+
2 K Q 2 R Q+
3 B Q 4 Q K R 8
4 Q S 3+ Q Q 4
5 R × Q P × R (A)
6 Q K B 3 P K R 3
7 Q K B 5 B × P

8 Q K 5+ K R 2
9 P (Q) + K × P
10 Q B 7+ R S 2 11 ±

A .....
6 P × B R × R
7 P S 5 P × P (B)
8 P × P K B 2
9 P (Q) + K K 3
10 Q × R+ K — 11 ±

B
7 Q B 3+ K B 2
8 Q B 6+ K K 2
9 P (Q) K Q 2
10 Q × R+ K — R × B+
11 mates.

562 1 Q × S+

563 1 B B 5+ K × B 2 P Q 3

564 1 P QS 4 S S 4
2 S K 4+ S × S
3 K K 2+ S B 7
4 B K 4 P QB 3
5 B QR P × P
6 S S 2 K × R
7 Q Q 6+ K × B
8 Q Q 5+ K × Q m

565 1 S KB 2+ or 1 Q KS 3+

566 Retract P from QR 4 to R 3 then P × B mates.

567 Black can draw by R Q 3 + or R KB 3.

Suppose Black 1 R KB 3 if white plays 1 R K 2 then 2 K Q 3 K Q 4 (if K goes on to K s file the Black King crosses and gets in front of the P drawing) 3 R B 4 and draws.

Again, suppose White plays 1 K K 2 then Black replies 2 K Q 3 and draws easily either by crossing in front of the P or challenging an exchange of Rook according to White's play, lastly suppose White 1 P K B 3 then BLACK 1 K Q 3, and when White 2 K Q 4 then Black replies 2 R K B 4 and draws. The actual termination of the game was curious for Black misled by the erroneous dictum of the Books thought himself compelled to allow an exchange, and played

63 K K 2 / R × R + 64 K × R / K K 4 65 K B 3 White ha

now only to play K B 4 and win by rule instead of which they played 65 P B 4 and allowed Black to draw. The young player will find it advantageous to consult the rules for pawn-endings of this kind which we take from the Toronto Globe.

K AND P AGAINST K.

The young player will find the following rules of use for determining at a GLANCE whether the game is won or drawn. The White K and his P being on the same column as the BLACK K, the latter being in front of both and the former being supposed to be near enough to his P to support it when attacked

Leaving out the familiar cases that wen the column is a Rook's the game is drawn —that if the P supported by his King moves to his 7th rank without checking white wins —that if White K in advance of his P reaches his 6th rank white wins then all other cases are governed by the following RULES.

RULE 1. If the white K is any where in advance

of his P, white wins, EXCEPT when the white King is close to his P and only one square distant from the BLACK K, and white has to move

RULE II. If the white K is any where behind his P white can only draw, EXCEPT, when the P is on his original square, and the BLACK K is on the 8th rank, and white has the move.

568 1 Q K 6+

569 1 R Q 8 K × S (45) 2 S Q B 6
— — K × S (44) 2 S K 5

570 1 B Q B 7 P K 6 2 B Q 4
——— K Q 4 Q × P

571 1 B B 4++ 6 S B 5
2 R K B 2+ 7 S R 4
3 B S 3++ 8 Q B 6
4 Q Q 5+ 9 Q B 2
5 R R 5+ and K × Q STALE mate.

572 1 Q K B 4+ K Q 4 8 B Q 1

573 1 R Q R 8 K × R 2 K Q 5
——— K Q B 2 K Q 1
——— K Q B 3 R Q 1

574 1 Q K S 2 S × Q 2 S
——— B B 3 Q ×
——— S × S Q ×

575 1 S × P+

576 First Problem of the Kind.... Ei
to move and mate or sui-mate in four m

WHITE MATES.

1 S Q B 6+ / K B — 2 S × P+ / K K — 3 R B 8+ / R R — 4 S

1 ——— 2 ——— 3 R B 7+ ——— 4 R R 7 ———
K S 2 K —

WHITE SUI-MATES

1 Q S 8+ / Q×Q 2 0-0-0+ / int 3 R B 8+ / R×R 4 S B 6+ / R×S±

BLACK MATES

1 R B 8+ / K×R 2 Q B 6+ / K — 3 Q B 7+ / K — 4 Q ± ———

BLACK SUI-MATES

1 B S 5+ / R B 3 2 B×R+ / P×B 3 R B 8+ / K×R 4 Q Q 8+ / R×Q ±

577 1 R Q B 7 K×R 2 B K S 3+
578 Q K S 5 2 Q S 5
ALSO 1 L×B+ K×B 2 Q S 5
——— K B 2 2 Q B or B 2 or B 3
579 1 Q K 5+ R×Q 2 B S 8

580 A very difficult composition.

WHITE TO MATE

1 Q K B 6+ K R 2
2 B K S 8+ K×B
3 S K 7+ K R 2
4 Q S 6+ K R 5 5 Q ±

WHITE TO SUI-MATE

1 Q B 8+ K R 2
2 Q S 8+ K R 3
3 Q R 8+ K S 3

4 S K 7+ (A) K S 4
5 R S 2+ Q×R±

BLACK TO MATE

1 Q×P K S 4
2 B Q 2+ B K 6
3 B×B+ Q×B
4 Q S 4+ (B) K — 5 Q ±

BLACK TO SUI-MATE

1 Q×R+ K S 4
2 Q S 6+ K R 5
3 B Q 8+ B K 2
4 B×B+ K R 6
5 Q S 2+ Q×Q mates

A or 4 R K S 2 Q×R ±
B or 4 Q B 5+ K R 3 5 Q mates

581 R K 4+

582 1 P Q B 4 P Q B 3 2 Q K R 4
583 1 S Q S 3 but if 1 —— S Q 7 no m
584 1 P K S 7 P×S 2 Q S 6
—— P×P R×P
—— K×S Q S 6
—— S×Q S K 3+
—— else Q S 6
585 1 S Q 8 K×R
2 S B 7+ K —
3 S×P ..... 4 mates
586 1 S Q 4 P×S 2 R K B 5
—— K×S B S 6+
—— Q×P Q Q B
ALSO 1 Q Q S Q×P 2 Q Q S 6 +
ALSO 1 Q Q B P Q 7 2 Q×P etc

587 1 KS QB 3 — K S 5
2 QS S 6 — K × P
3 QS Q 5 ..... 4 P mates.

588 1 S Q 4 etc. 5 mates

589 1 B QB 4 — P × B
2 Q Q 6 — P × Q
3 S S 6 —— 4 ±

590 1 P K 3 K — 2 Q KS 6

591 1 S KR 3 — P Q 6
2 B Q 8 — K —
3 B S 6+ ..... 4 S ±

592 1 R QB 3 ..... 2 QKS 5

593 1 Q Q 8 — P × S — 2 Q S 6+
—— K B 4 B K 3+
—— K Q 4 S B 6
—— ..... B K 3+

594 1 S Q 5 — K × S — 2 Q KB
—— K Q 6 Q Q
—— K B 4 Q R 3

595 1 S QR 4 — K S 4 — 2 B B 5
—— K Q 3 B B 4

596 1 QRP × P — K R 3
2 P QS 5+ — K × P
3 B × P+ — K R 4
4 P+ ..... 5 mates

ALSO In four moves by 1 B × P etc,

597 1 KS B 6+ P × S 5 B K 5+
2 P × B+ P × P 6 R × R+ S —
3 R R 4+ B — 7 R × S+ .....
4 K R × B P × R 8 S ±

598 1 P × R — B × P
2 P S 4+ — BP × P
3 B S 2 B × P 4 S K 6±

599 1 B Q 7 — P Q 5 — 2 B QR 4
—— P S 4 B B 8

also 1 B Q R 4 — P Q 5 — 2 KS KB 4
600 B Q 4

REGULAR GAMES.

GAME NO. 281. (Ruy Lopez)

Played by Correspondence.

Chas. Benbow.		F. C. Collins.	C. B.	F. C.
1	P K 4	P K 4		
2	S K B 3	S Q B 3		
3	B Q S 5	B Q B 4		
4	P Q B 3	Q K B 3 (a)		
5	P Q 4	P × P		
6	P K 5	Q K S 3		
7	P × P (b)	S × Q P (c)		
8	S × S	Q Q S 3		
9	Q K S 4 (d)	P K S 3 (e)		
10	P K 6	P Q B 3 (f)		
11	P × B P +	K × P		
12	Q K B 4 +	K S B 3		
13	Q B K 3	P × B (g)		
14	S Q B 3	B Q S 5 (h)		
15	0—0	B × Q S		
16	P × B (i)	K R K B		
17	S K B 3 (j)	Q Q		
18	B Q S 5 (k)	R K		
19	K R K	P Q 4		
20	R × R	K × R		
21	R K +	S K 5		
22	Q K 5 +	K K B 2 (l		
23	R × S	P K R 3 (m)		
24	B K 7	Q Q S 3 (n)		

And White announced mate in six moves.

(a) An unusual defence recommended by Ponziani but rejected by subsequent writers on account of

5	P Q 4	P × P
6	P K 5	Q K S 3
7	0—0	

and White will either establish his Pawns in the center or bring his K S into the field.

(b) Castling would probably have been bettor, but the move made leads to a very lively and interesting game. (c) All this is very ingenious

(d) The Handbook gives the following continuation

9	B K 3	B × S
10	Q B × B	Q × K B

11	P K 6	Q KS 4
12	P×BP+	K×P etc.

(e) He dare not take the S just now.

(f) Again he has but little choice.

(g) R K seems to be a better move, White) reply to it would castle.

(h) Hobson's choice once more, as White threatens e dangerous move of S Q 5

(i) Black is now cabin'd cribb'd confin'd bound in hile White is free to move any where.

(j) Unmasking a battery

(k) On the war path.

l) If you have tears prepare to shed them now.

m) Of the two evils choose the less P×R would ot do at all on account of S S 5+ etc.

(n) This brings us to the last scene of all.

GAME NO. 282. (Ruy Lopez.)

Contested lately in Columbia, S C.

	Muller.	Orchard.		Muller.	Orchard.
1	P K 4	P K 4	12	R KB	B K 3 (c)
2	S KB 3	S QB 3	13	0—0—0	R KS
3	B QS 5	KS K 2	14	Q R 5	P×B
4	P Q 3 (a)	P KR 3	15	P×P	K Q 2
5	S QB 3	P Q 3	16	P Q 4	B S 5
6	B×S	P×B	17	Q B 7+	B K 2
7	B K 3	P KB 4	18	R B 6	R KB
8	S KR 4	P B 5	19	Q S 6	B×KR
9	Q+ (b)	P S 3	20	Q×B+	K K 2
10	S×P	S×S	21	P Q 5	Q Q 2
11	Q×S+	K K 2	22	Q S 6	B S 4

And White Resigns

(a) Weak P Q 4 is the proper move P QB 3 is better than the one adopted

(b) White should have played B Q 2 before giving the check.

(c) P × B here would lose.

GAME NO. 283. [Odds QR]

Remove first player's Queen's Rook.

	Teed	Williams.
1	P K 4	P K 4
2	B B 4	S KB 3
3	S KB 3	B QB 4
4	S KS 5 (a)	0—0
5	S QB 3	P QS 3
6	P Q 3	P KR 3
7	P KR 4	P × S
8	P × P	S QB 3 (b)
9	P × S	P KS 3 (c)
10	B KS 5	P Q 3
11	K Q 2	B × KBP

White mates in seven moves.

a) S × P is better This was made with the expectation of Black's playing as he did.

(b) P KS 3 is preferable

(c) If Q × P 10 Q R 5 etc

GAME NO. 284. (Giuoco Piano.)

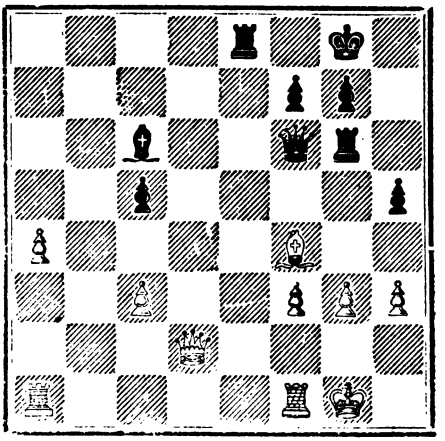
Being Game No. three in a simultaneous contest of six games by correspondence lately finished between the Galena Chess Club and O. A. Brownson, Jr.

Galena. Brownson. Galena. Browuson.

1	P K 4	P K 4	19	S K 2	R K 3
2	S K B 3	S Q B 3	20	B × R P	R Q B
3	B B 4	B B 4	21	S B 4	R × K P
4	P Q B 3	K S K B 3	22	B Q 4	R K S 4
5	P Q 4	P × P	23	Q Q 3	B Q 3
6	P K 5	P Q 4	24	B K 3	B × S
7	B Q S 5	K S K 5	25	B × B	R K S
8	B × S +	P × B	26	P K S 3	Q K B 3
9	P × P	B Q S 3	27	Q Q 2	P Q B 4
10	S Q B 3	P Q B 4(a)	28	Q × P	B B 3
11	P × P	S × S	29	Q Q 2	P K R 4
12	P × S	B × Q B P	30	K R P 1	R K S 3
13	S Q 4	0—0	31	K B P 1	R Q
14	0—0	B Q 2	32	Q K 3	Q R K
15	P Q R 4	P Q B 3	33	Q Q 2	Q R Q
16	Q Q 3	Q R Q S	34	Q K 3	Q R K
17	Q K S 3	K R K	35	Q Q 2	Q R Q
18	B K 3	B K B			

(a) P K R 4 is better.

PROBLEM NO. 761.
By M. M. Trumbull.
Black to play and win.



At this point, a draw was mutually agreed upon, but a short time afterwards showing the game to Gen. M. M Trumbull of this city, he insisted that Black had a forced won game at his last move. and Galena accepting his challenge to win the game from this point they surrendered on the 4th. move. Can any of our readers give us the modus? (See diagram)

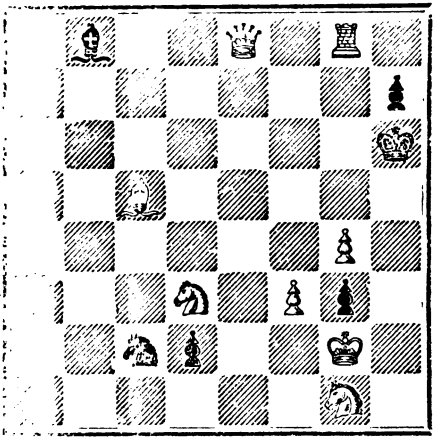
GAME NO. 285. (Irregular Opening.)

Contested in Sept. last between the late H. A. Littleton and W. E. Tinney.

	W. E. T.	H. A. L.		W. E. T.	H. A. L.
1	P QS 3	P K 3	20	Q KS 4	P KR 3
2	B QS 2	S KB 3	21	S K 5	S Q 3
3	P K 3	P QB 4	22	KR B 3	S KB 4
4	S KB 3	S QB 3	23	R Q 3	Q R QB
5	B QS 5	P QR 3	24	P QR 4	R QB 7
6	B × S	QP × B	25	B QR 3	P QS 5
7	0—0	B K 2	26	QQ[illegible] × [illegible]+	
8	P Q 4	0—0	27	K × R	S K 6+
9	S K 5	P × P	28	R × S	R × QP+
10	P × P	Q QB 2	29	K B 2	R × Q
11	P KB 4	KR Q	30	R × R	P × B
12	Q KB 3	P QB 4	31	QR Q 7	QR 5+
13	P QB 3	QR S	32	K KS	Q × BP
14	QS Q 2	P QS 4	33	S QB 4	QKS 5+
15	S QB 6	B QS 2	34	R S 3	Q K 5
16	S × KB+	Q × S	35	S Q 6	QKR 8+
17	QKS 3	P × P	36	K B 2	Q × KRP+
18	P × P	KR Q 4	37	K KB	Q × R
19	S KB 3	S K 5	38	S × B	Q × QSP

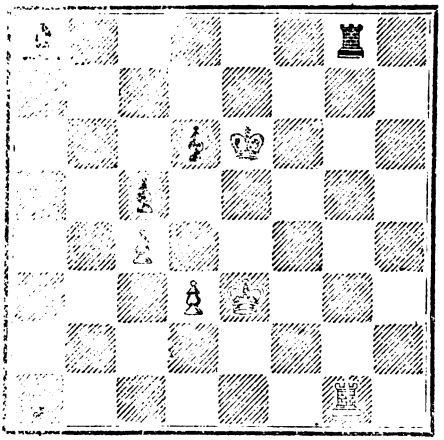
Resigns.

No. 757. By Charles H. Wheeler.



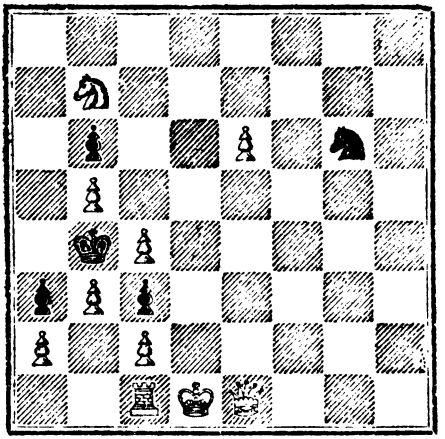
White sui-mates in five moves.

No. [illegible] By C. H. Wheeler, of Chicago.



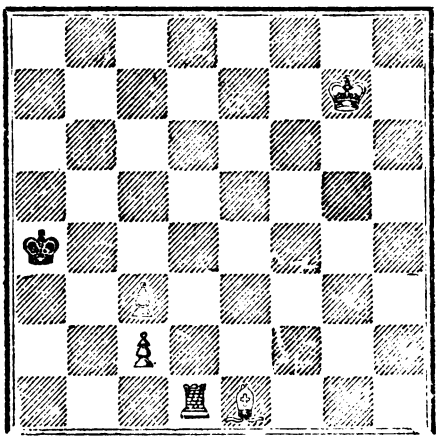
White to play and allow self-mate in three moves

Problem No. 762. By J. Ashmore.



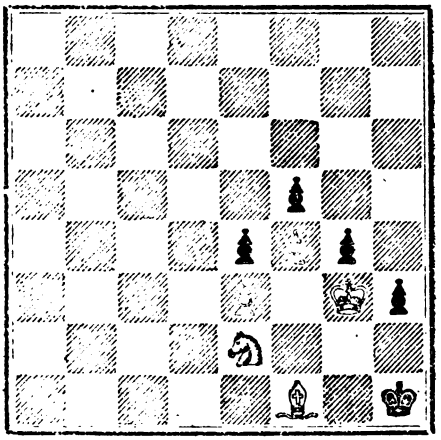
White mates in two moves.

Problem No. 763. By J. Ashmore.



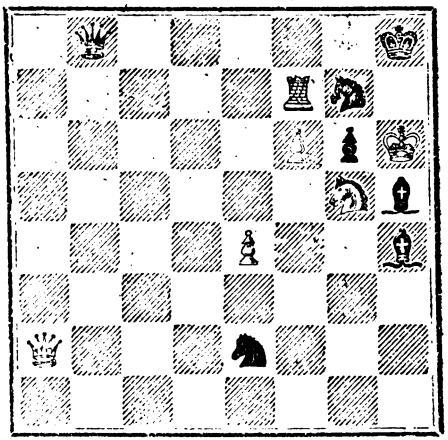
White mates in three moves.

Problem No. 764. By Joseph N. Babson.



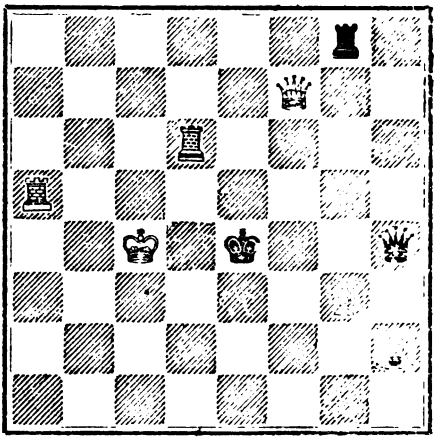
White mates in nine moves.

Problem No. 765. By Charles H. Blood.



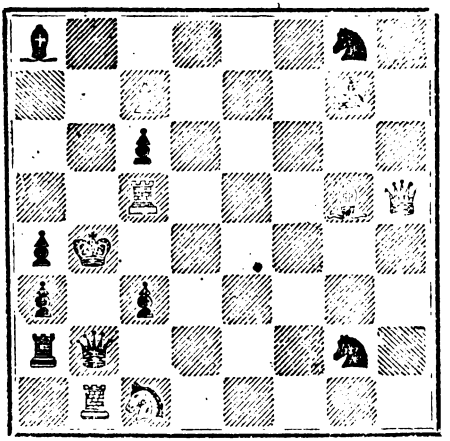
Either mates or sui-mates in two moves.

Problem No. 766. By Charles H. Blood.



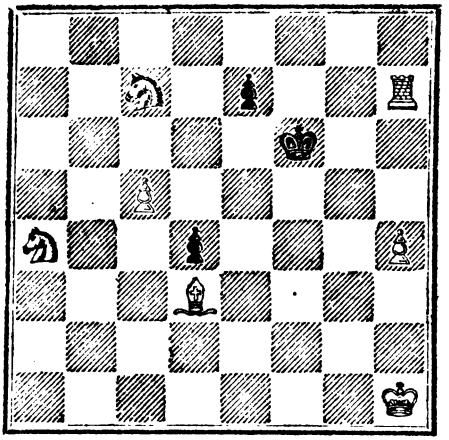
White mates in three moves.

No. 767. By D. T. Brock of Chicago.



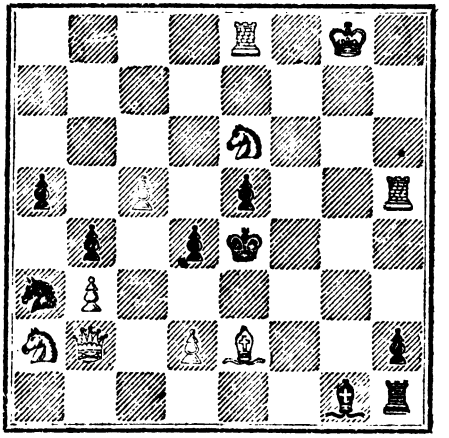
White mates in three moves.

Problem No. 768. By D. T. Brock.



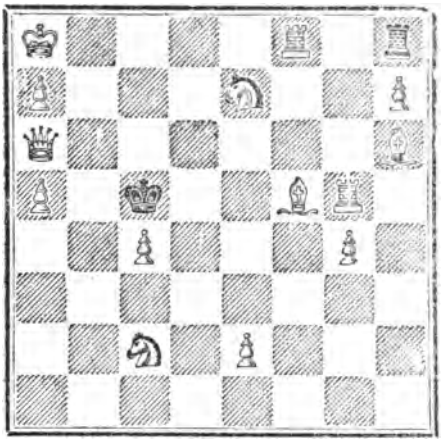
White mates in four moves.

No. 769. By D. T. Brock, of Chicago.



White mates in three moves.

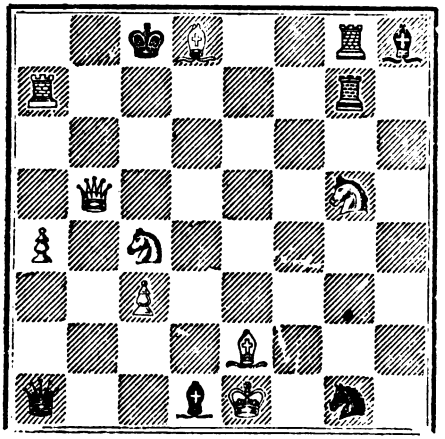
Problem No. 770. By George E. Carpenter.



Inscribed to John K. Haushew.

White sui-mates in ten moves.

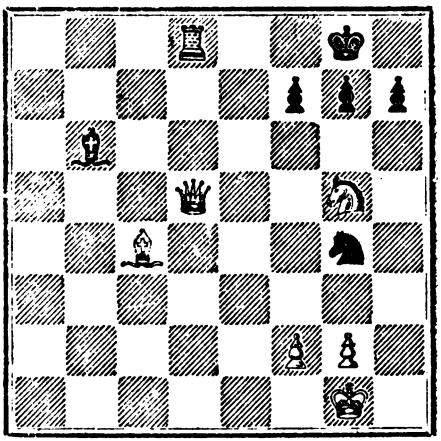
Problem No. 771. By F. H. Curtiss.



Suggested by No 559. and dedicated to the author of that position.

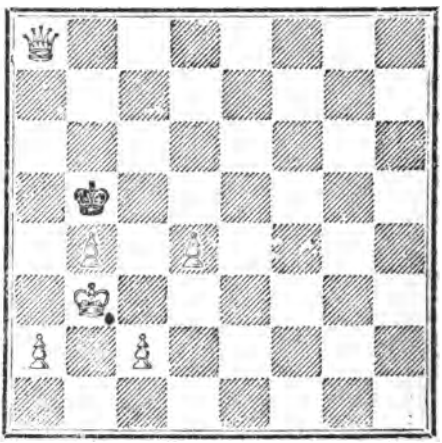
White sui-mates in eight moves.

No. 772. By Richard Lacy, Pawtucket, R. I.



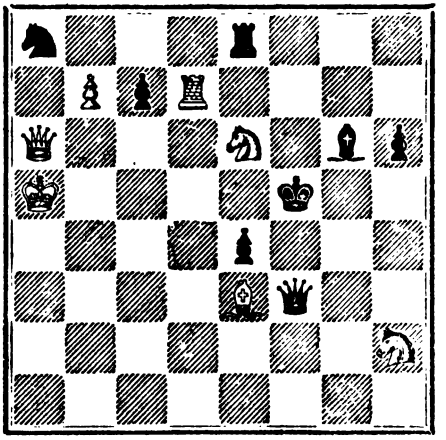
White mates in three moves.

Problem No. 773. By Richard Lacy.



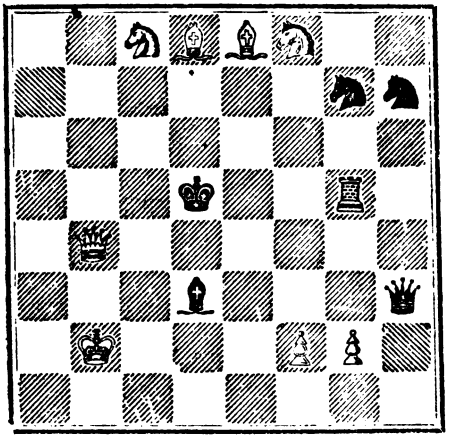
White mates in five moves without moving Q.

Problem No. 774. By W. Meredith.



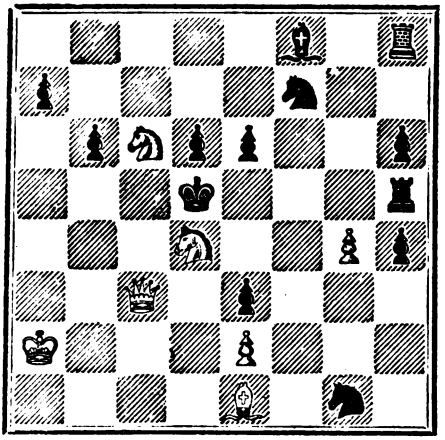
White mates in three moves.

Problem No. 775. By W. Meredith.



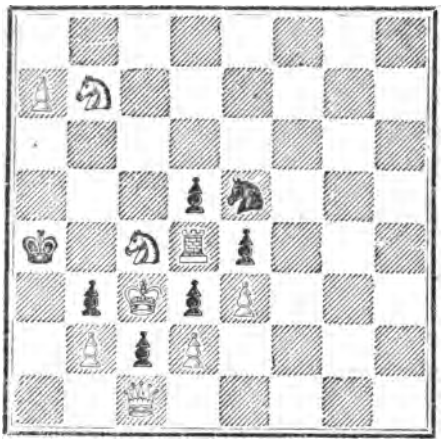
White mates in three moves.

Problem No. 776. By C. Schwede.



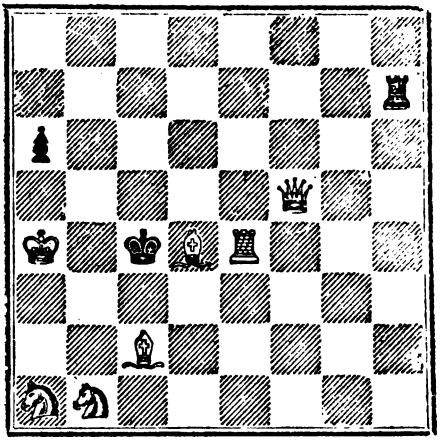
White mates in four moves.

Problem No. 777. By W. A. Shinkman.



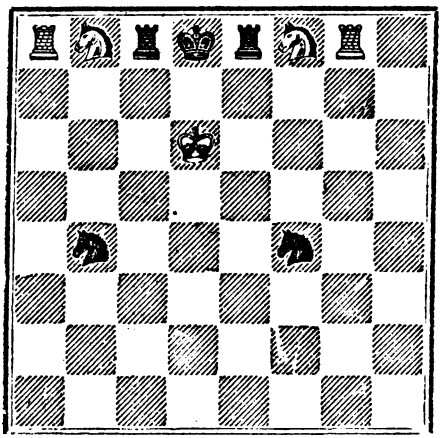
White sui-mates in five moves.

Problem No. 778. By W. A. Shinkman.



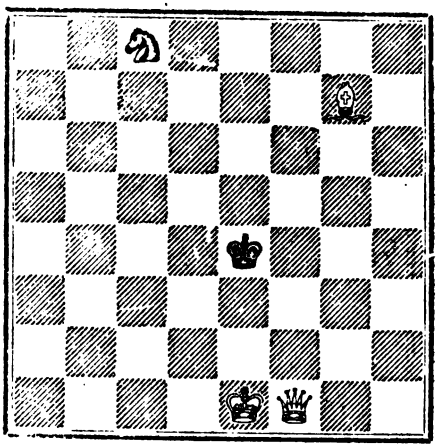
White sui-mates in eight moves.

Problem No. 779. By F. M. Teed.



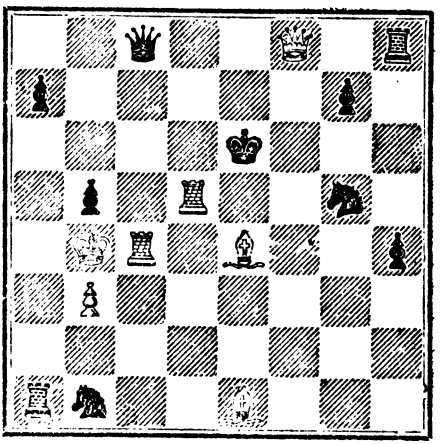
White mates in two moves.

Problem No. 780: By F. M. Teed.



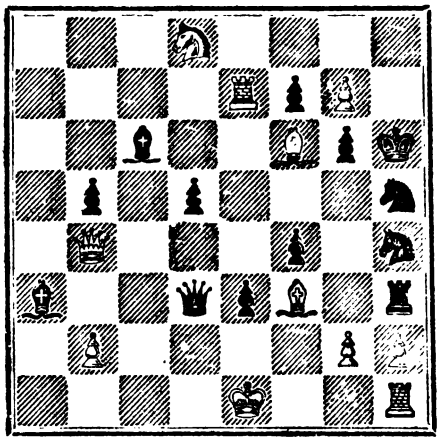
White mates in three moves.

Problem No. 781. By T. A. Thompson.



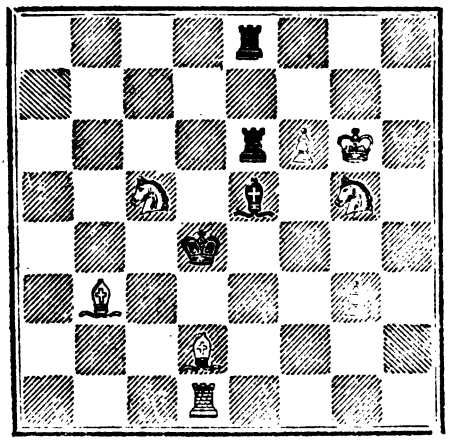
Either mates or sui-mates in three moves.

Problem No. 782. By T. A. Thompson.



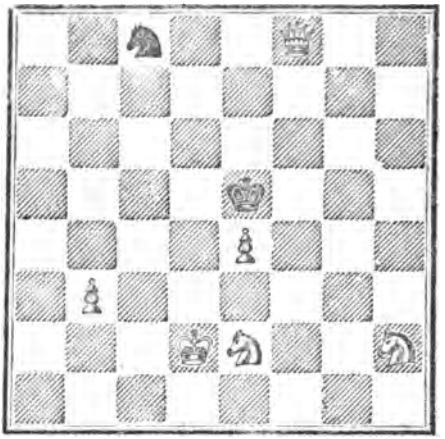
Etiher mates or sui-mates in four moves

Problem No. 783. By August Vorrath.



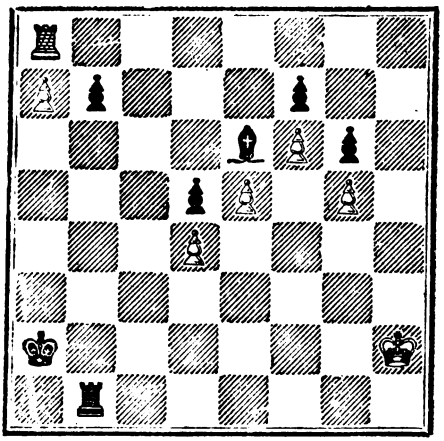
White mates in three moves.

Problem No. 784 By August Vorrath.



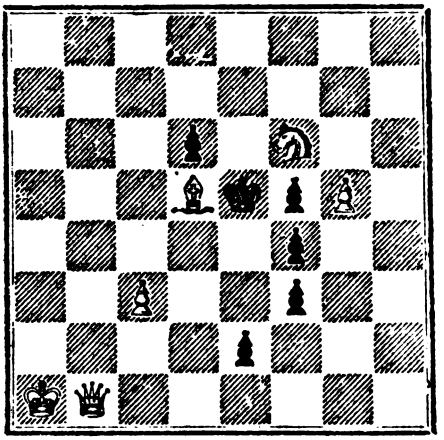
White mates in three moves.

Problem No. 785. By C. H. Wheeler.



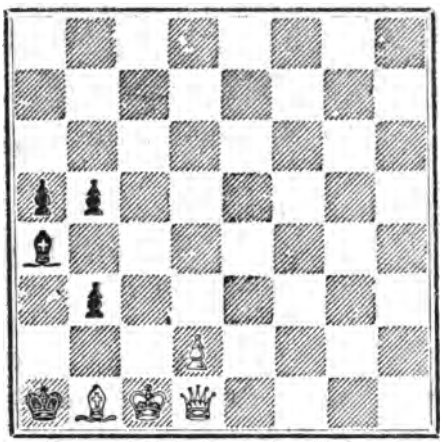
White to play and win.

Problem No. 786 By Charles H. Wheeler.



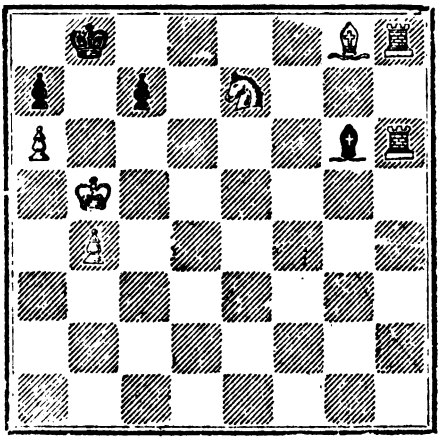
White mates in two moves.

Problem No. 787. By Charles H. Wheeler.



White sui-mates in two moves.

Problem No. 788. By Charles H. Wheeler.



White sui- mates in four moves.

PORTFOLIO.

COMMUNICATIONS.

La Moille, Ill., Dec. 1st. 1873.

Ed. Journal:

Dear Sir:

My article on the "Eight Queens Problem" in the May No. of this JOURNAL, from its close resemblance to Jaenisch's solution–as shown by Prof. Cherriman, would easily give the impression that it was either a wholesale theft. or else submitted as original with the author. in good

faith The letter was the case, and in justice to myself —I aver that I was entirely unaware of any published solution, whence lack of credit to Jaenisch is obvious.

Very Respectfully Yours.

F. H. CURTISS.

WANTED.

NO. 2. Vol. II. of the NEW YORK CHESS MONTHLY to complete a set; address Henry P. Robinson, 396 Carleton Avenue, Brooklyn, New York.

CHESS BY CORRESPONDENCE

Our friend, Edward A. Kunkel of Plainville Connecticut, is anxious to contest a few games by correspondence with some Southern and Western players of average ability.

Please, without ceremony, address as above sending first move in half the games.

AMERICAN CHESS CONGRESS.

The above is still under advisement. Who will go? When? and where? are questions, that those who are favorable to a Congress are requested to answer.

NEW CHESS COLUMN.

And still they come. The WATERTOWN MORNING DESPATCH, of Nov. 25th. comes to us with an excellent Chess Column edited by W. H. Hotchkin.

CANADIAN CHESS CONGRESS.

This Congress will open in Montreal, on the first Tuesday of July next.

For particulars, address Jno. White, Esq. Stanstead, P. Q. Canada.

ST. LOUIS CHESS CLUB.

A Tournament at this club commenced on the 17th. ultimo occasioned no doubt by the presence of the redoubtable Max Judd of Cleveland fame, but now in St. Louis, Mo.

The contestants were Messrs. Alexander, Cadman, Hutchinson, Jonas, Judd, Merrill, Meide, Moore, Moran, Rice and Watts.

The time limit was fifteen minutes to a move and the rules those of the British Chess Tournament of 1862.

As might be expected the honors were carried off by Max Judd.

THE AMATEUR.

No's. 11. and 12. Volume II. of this very entertaining and prosperous magazine is filled as usual with a variety of choice amusements

Address the editor, James T. C. Chatto. 7 GRANVILLE SQ. LONDON, W. C. ENGLAND.

DUBUQUE

CHESS JOURNAL.

VOL. VI. JANUARY. 1874. NO. 47.

JOHN ALBERT GALBREATH.

J. A. GALBREATH was born on the 6th of Oct. 1846 in Jefferson county Mississippi. He began to play chess in 1860 and soon became the champion of his vicinity.

In new lands like the Mississippi Valley and the great West, it must necessarily be many years before Chess players can enjoy the advantages of intercourse and practice with chess magnates. Our section is too sparsely settled. and too few persons have the time to permit great and flourishing chess clubs, yet some individuals, like our present hero never neglect any occasion to tackle the proudest amateur or professional that crosses his path. Friend Galbreath although his full chess strength can hardly be developed for lack of practice, has we believe no rival in his state, and none in the South West unless it be a well-known New Orleans gentlemen whose quondam practice with Paul Morphy has rendered him a most accomplished player. Mr. Galbreath is of Scotch descent, which joined to an ardent temperament and a Southern impetuosity, is often traceable in his contests over the board, and gives

battles always brilliant and stubborn. It is expected that Mr. GALBREATH may take part in the CENTENNIAL Chess Congress : with an excellant memory, and an extensive knowledge of the openings, cool daring. and a natural delight for the game of chess, even without much practice, Mississippi need not be ashamed of her champion. At present Mr. GALBREATH rarely plays except at heavy odds : any magnate, however, making it convenient to stop at JACKSON, shall find a cordial reception. (For his games vide this JOURNAL passim.)

NOTES ON THE 8—QUEENS PROBLEM.

BY GEORGE E. CARPENTER.

Placing on a diagram the Forma indicated at page 119 by 2 and bending in the form of a cylinder as before explained, but in this case bringing the top and bottom edges in contact, there results a continuous diagram in which all the diagonals are of equal length. Each diagonal having been pieced out by its complement now extends from the top to the bottom, there being no sides to limit its range.

By this completion of the diagonals two marked squares have been brought in a diagonal range with two others. Were this not so it is obvious that the cylinder might be

cut open along any line running, parallel with the edges united, with a complete Forma for every division. This would be the case, for example, with cylinders thus constructed from any of the 5×5 or 7×7 Formæ heretofore given in these Notes.

In the cylinder now under consideration, in order to obtain the desired result the two diagonals must be broken up. To do this the division must be made only along those lines that are between the pair of spots EN PRIZE that are nearest together. The two ranks in which this pair occurs are separated by the two ranks that adjoin the edges united, and it is therefore along any one of the three lines forming the sides of the last two bands that the cylinder must be divided.

A similar examination with regard to the other Forma shown on p 119(by 3)will give a similar result. There are just two pairs of spots brought EN-PRIZE, and there are just three ways of cutting the cylinder to separate them. Instead of putting the last Forma upon a new cylinder, the first cylinder can be made to answer by cutting off from the end corresponding to the 4th spot of the First Line, one row of squares and placing it at

the opposite extremity of the cylinder being careful not to reverse the position of the part cut off. By constructing a cylinder of wood this could be very readily arranged. Such a cylinder with an adjustable end would print off no less than six different Formæ, three for each adjustment, by observing to cause in turn each of the three lines bounding the two bands next to the line of juncture as before refered to, to coincide with one of the edges of the blank diagram.

It may be observed in passing that with any one of the three guiding lines, four postures of the corresponding Forma may be struck off, one for every side; and by placing a second diagram with its face downward under each of the first, the four other postures possible in each case will be indicated on the face of the second by the puncture of the pegs on the cylinder made through both sheets of paper.

The eight postures in each case are struck off from one bed of type, whereas the three Forma on each cylinder, or for each adjustment of the cylinder, result only by changing the controlling line, which is precisely equivalent to the removal of a line of type from

one side to the other. Turning to the diagram on page 115 — which shows in two postures one of the two Formæ above made use of, and considering this diagram as the bed of type, the same two new Formæ as were struck off from the corresponding adjustment of the cylinder may be prettily obtained at once by merely transferring the bottom band of numbers to the top.

The numbers that in the original diagram indicate two POSTURES, now indicate two new FORMÆ. The posture indicated at p. 115 by 3 has been lowered one place, corresponding to one of the guiding lines on the cylinder.

The other posture, 6, has also been lowered, but it being the reverse of 3, the result is equivalent to raising 3 one place which corresponds with the other guiding line. The first diagram [on page 202] renders this clear, while the second illustrates the effects of a similar change in the diagram on page 117.

See the first diagram on page 202. Derived from diagram on p. 115 by transferring bottom row of numbers to the top. Ring 3 and square 6 represent the two new Formæ.

Derived from diagram on p 117 by trans-

ferring bottom row to the top. (ring 2) and square 5 show the two new Formæ that result. (TO BE CONTINUED)

EAST ANGLIAN TOURNAMENT.

From the Suffolk Mercury and the Ipswich Journal, we learn, that early in Nov. last a grand Tourney was held in the Council Chamber of the Ispwich Town Hall.

Among those present were the great Blackburne so renowned for the tie at the Vienna Chess Congress and for blindfold play: the Hon. Mayor of Ispwich the President of the Association; the Lord Bishop of Bath and Wells, the Right Hon. Lord Gwydyr, Lord Rendlesham, Lord J. Hervey, Sir W. Bagge Bart. M. P. Sir T. S. Western, Bart. H. F. Adair, Esq. M. P. A. Johnston, Esq. M. P. H. W. West, Esq. M. P.; the Rev. J. F. A. Hervey, and the Mayors of Cambridge, Norwich and Yarmouth. On the Committees were Messrs. Bree, Chevallier, Meggy, Sanderson, Howard Taylor, Wallace, Williams, Gocher, Byng, Cooke, Cullingham, Gossip, Grimwood, Ross, Vulliamy, Wollaston, Woods and Freeman Wright.

The following Rules were enforced ——

RULES AND REGULATIONS

BY WHICH ALL PLAYERS IN THE TOURNAMENT WERE BOUND TO ABIDE.

—o—

1.—All players must be present at the Town Hall, Ipswich, one hour before the time fixed for opening. to make the necessary arrangements before play commences.

2.—The player having the first move shall play with the white men.

3—Each player will be required to make at least twenty moves an hour, and any player infringing this rule shall forfeit the game in which such infringement occurs.

4—All disputes shall be settled by the committee, three forming a quorum, and its decision shall be final.

5—The player who has the second move in the 1st and 2nd classes shall record the game.

6—The games played at the tournament shall be distributed among the papers, selected by the sub-committee appointed for that purpose.

7—Each competitor shall play one game with every other competitor, in his class or section, and the prizes shall be determined by the gross score, in cases of equality the committee shall considor the time in hand, and decide whether the prize shall be divided, or whether there shall be further play.

8—Drawn games shall count half-a-game to each of the players.

9—The games will be played in accordance with the rules of the British Chess Association.

10.—Every competitor after once commencing play shall hold himself in readiness, after the conclusion of any game to be called upon for further play, no player being compelled to play except during the regular hours appointed. Any competitor failing to comply with this call within half an-hour, shall be liable to a fine of 5s. to be paid to the treasurer for each half-hours default after two such forfeits have been incurred by a competitor with regard to any one game, that game shall be scored against him.

11—In all cases of absence or resignation the game shall be added to the score of the adversary.

12—Any games may be adjourned at 5 p. m and unfinished games MUST be adjourned at 11 p. m.

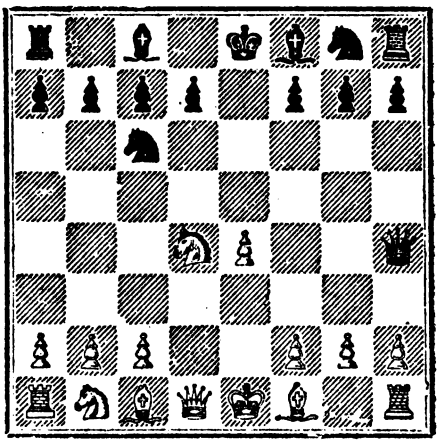
The prizes were very handsome articles of plate, valued at £15. 10. 5.& 3. for first class. £10. 6. 4. 2. for the second class. £5. 3. 2. 1. for the third class. 30 players contested for the above Messrs. Pinder, DeSoyes, Gocher. Vulliany, and Master F. Morley (14 years old) chiefly distinguished themselves, and during this three days contest the rooms were visited by a large number of ladies and gentlemen of the town and neighborhood, many of the fair sex showing great interest in the contests of the more redoubt-

able champions, whose nerves, unless steeled must have been sorely tried by the anxiety with which every move was watched.

On the last evening Mr. Blackburne gave an exhibition of blindfold chess, engaging eight of the best players at once. Mr. I. O. Howard Taylor called the moves, as Mr. B. sat with his face to the wall, seeing neither boards nor men.

NEW MOVE IN THE SCOTCH GAMBIT.

1	P K 4	2	S K B 3	3	P Q 4	4	K S × Q P
	P K 4		S Q B 3		K P × Q P		Q R 5

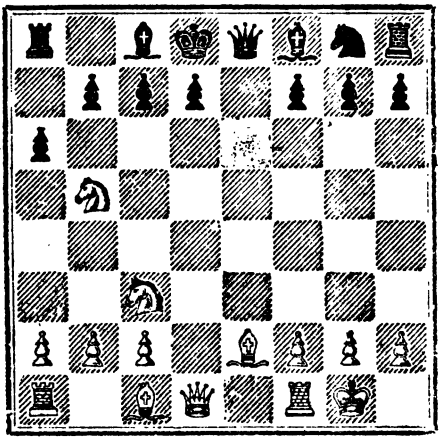


5 S Q S 5 ——

This move is now genera''y given

up on the ground that the defense will keep the P and Frazers move KSKB 3 is prefered. See Journal No. 45 page 129.

5		6		7		8	
	Q×KP+	B K 2	K Q	0—0	PQR 3	QSQB 3	Q K



At this point the universal opinion in Eng'and. the continent and this country as well as the books is that Black has the better game, that by careful play he will keep the P and get out of the evils of his position but we believe Mr Yates new move and important discovery will change this opinion. He continues thus

9	KS×QBP (a)	(K×S) (b)	
10	QS Q 5+ (c)	(K Q) (d)	
11	B KB 4 (e)	(S K 4 (f)	
12	Q Q 4 (g)	(P Q 3)	

(a) This is the new move.

(b) If not, White regains his pawn and wins QR for with caretul play the Springer will escape.

(c) Perhaps B KB 4+ is better.

(d) Better than K QS which might get him mated

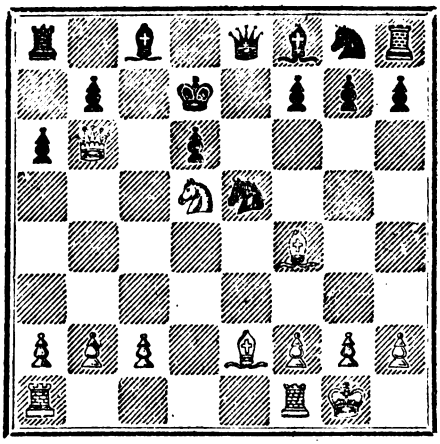
(e) Theatening mate.

(f) If P Q 3 White replies S QS 6 followed by B × P winning easily.

(g) Threatening mate again.

(h) Winning the exchange, which with Whites superior position should give him the game.

13 Q S 4+ K Q 2



14 S QB 7 wins the Exchange, which should give White the game He can also win by ——

14 Q B 7+ / K K 3 15 B QB 4 (or B × S and then P KB 4 etc

15 $\frac{\text{K B 4}}{\text{K B 4}}$ 16 $\frac{\text{B} \times \text{S}}{\text{P} \times \text{B}}$ 17 $\frac{\text{P K B 4}}{\text{P K B 4}}$ QED

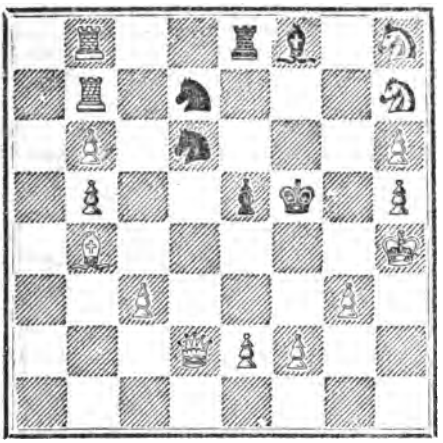
For the foregoing we are indebted to John G. White Esq. of Cleveland, Ohio.

THE HARTFORD TIMES.

The Editor of the above is still on the rampage, nor satisfied with sending balloon problems to the four extremities of Terra Caissæ, he lately perpetrated the following chess squib at the fairest colony of the land of Lopez and Castelar.

PROBLEM NO. 790. BY J. G. BELDEN.

MOTTO. ON TO CUBA.



White [U] mates Black (C) in three moves.
Uncle Sam, can't U. C.?

THE WESTERN ADVERTISER.

The Chess Column of the above flags not in interest, but under the editor-ship of the indefatigable T. D. S. Moore, is ever welcome. One dollar and forty cents in United States money will prepay the Canadian postage, and the annual subscription; Address, John Cameron & Co. Western Advertiser, London, Ontario, Canada.

We take the following from its issue of the 5th ultimo,

PROBLEM NO. 791. BY DR. S. GOLD.

Dedicated to W. A. Shinkman.

White mates in three moves.

GAME NO. 286. (Evans Gambit.)

Max. Judd.	O. A. Brownson, Jr.
1 P K 4	P K 4
2 S KB 3	S QB 3
3 B B 4	B B 4
4 P QS 4	B × SP
5 P QB 3	B QB 4
6 P Q 4	P × P
7 0—0	P Q 3
8 P × P	B S 3
9 P Q 5	S R 4
10 B QS 3	KS K 2 (a)
11 B Q 3	0—0
12 QS B 3	S KS 3
13 QS K 2 (b)	P QB 4
14 QR B	P KB 3
15 Q Q 2 (c)	B QB 2
16 K R	QR QS
17 S S 3	P QS 4
18 QS B 5	P QB 5
19 B B 2 (d)	B × S
20 P × B	S K 4
21 S × S	QP × S
22 B K 4	S QS 2
23 P KS 4	S Q 3
24 Q K 2 (e)	P QS 5
25 R × P (f)	S × R
26 Q × S	B Q 3
27 P KR 4	Q QS 3
28 P S 5	Q QS 4

29	Q QB	Q K 7
30	P KB 3	Q R QB
31	Q QS	R QB 5
32	R KS	Q KB 7
33	R S 4	K R QB
34	P × BP	R B 7 (g)
35	Q KS	Q × Q +
36	R × Q	R × B
37	P × P	K R B 7 (h)
38	B × R	R × B
39	P B 6	R QB 2
40	R K	R QB
41	P R 5	K B 2
42	P R 6	K × P
43	P B 4	P QR 4 (i)
44	P × P +	B × P
45	R KB +	K S 3 (j)
46	R B 8	R B 8 +
47	K S 2	B × P
48	P × B	K × P
49	R QR 8	R QB 4 (k)
50	P Q 6	R Q 4
51	P Q 7	R × P
52	R × P	R QS 2
53	R KB 5	K S 3
54	R B 3	K S 4
55	R QS 3	R QR 2
56	R × P	R × P +

Drawn game.

Following notes are taken from the Globe, for which we are indebted to

its able and accomplished Editor.

(a) If Black were to take B, white would play Q to Q R 4, regaining the piece with a fine attack

(b) The moves up to the 19th are strictly in accordance with the latest analysis as best for attack and defence, but Wisker, in the Westminster Papers recently has denounced the defence as being in reality no defence at all, and as being bad on principle, and expresses astonishment that such a position should ever have been deemed defensible. He says — "The idea of the defence is to advance the Pawns on the Queen's side which is effected by retreating the B B 2 posting QR on QS sq. and then throwing up the Q S P. Whilst this process is going on White accumulates the materials for breaking through on the King s side and in the vast majority of cases succeeds in so doing. The operations on Black's side are preposterous.

(c) Instead of this move, followed soon by Q S K S 3 Whisker suggests retreating K S K, then P KB 4, and then playing the S's up.

(d) The B might also go to K 2 thus rendering it unnecessary to play QR Q 2 as white did at the move 14, with the time thus gained, white would have a threatening mass on the King's side.

(e) Illustrating Whisker s remark that the move of the Q Q 2 at move 15 was useless and unnecessary.

(f) Certainly these pawns must be stopped but we should have been inclined to wait for another step and then exchange the B for them thus getting the

QR ready to cross to the King's side.

(g) Finely played. If white takes the R, Black retakes with B and wins easily. White plays the best reply, since R takes P + would lead to the loss of his advanced P, on which he must rely to draw the game.

(h) Was this necessary? It seems to us that B B 4 would have won easily for suppose.

		37 B B 4
38	R Q B !	38 K × P
39	P Q 6	39 R Q 5
40	B Q S 7	40 R Q S
		and wins

(i) Apparently his only move for P takes P or K B 4 or R K would lose the game.

(j) Suppose instead of this

		45 K K 2
46	R K	46 K Q 3
47	R K S	47 R K S
48	R K B	48 B × P
49	P × B	49 R × P

and Black ought to win.

(k) Again it appears to us that Black lets slip a chance for he could play R to B 7 + and then take Q R P safely.

GAME NO. 287. Odds of Q S

I. E. Orchard.		E. W. Scriven.
1	P K 4	1 P K 4
2	P K B 4	2 P × P

3	S KB 3	B K 2
4	B B 4	B +
5	P S 3	P × P
6	0—0	P × P +
7	K R	B B 3
8	S K 5	S KR 3
9	S × BP	KS × S
10	B × S +	K × B
11	Q R 5 +	P S 3
12	Q Q 5 +	K K
13	P K 5	P QB 3
14	Q KB 3	P Q 4
15	P × B	B B 4
16	P B 7 +	K B
17	P Q 3	P KR 4
18	Q KS 3	P Q 5
19	R × B	P × R
20	B R 6 +	R × B
21	Q S 8 +	K K 2
22	R +	K Q 2
23	Q × Q +	K × Q
24	P (Q) +	Resigns

GAME NO. 288. (Evans Gambit.)

Wm. H. Hotchkin, vs. members of Chess Circle consulting.

1	P K 4	P K 4
2	KS B 3	QS B 3
3	B B 4	B B 4
4	P QS 4	B × P

5	P B 3	B R 4
6	P Q 4	P×P
7	0—0	P×P
8	Q S 3	(Q B 3)
9	P K 5	(Q S 3)
10	S×P	(B×S) (a)
11	Q×B	KS K 2
12	B QS 2 (b)	0—0
13	B Q 3	Q K 3 (c)
14	B×RP+	K R
15	KR K	P KS 3
16	S S 5	Q B 4
17	Q KS 3	K S 2
18	R K 3 (d)	(Q B 7) (e)
19	R QS 3	S KB 4
20	QKR 3	KS Q 5 (f)
21	B S 8	QS×KP
22	Q R 7+	K B 3
23	B×S	P Q 3
24	S×BP	B K 3

And Mr. Hotchkin gave mate in two moves.

(a) K S K 2 is the only correct move here. It is essential to this Compromise defence that Black's KB be kept upon the board as long as possible. The following moves with the those so far given in this game, are pronounced by Prof. Anderssen the BEST line of ATTACK and DEFENCE in this EVANS gambit.

		KS K 2
11	S K 2	P QS 4
12	B Q 3	Q K 3

13	Q S 2	S S 3
14	S B 4	S×S
15	B×S	P QR 3
16	QR QB	B S 2
17	KR Q	B S 3
18	B S 3	S K 2
19	S Q 4	B×S
20	Q×B	Q Q 4
21	Q×Q	S×Q
22	B K 4	P QB 3
23	P B 4	0—0
24	P B 5	KR K
25	R Q 4	P B 3
26	B×S	P×B
27	P×P	P×P
28	R S 4+	K B 2
29	R KR 4	R R
30	R K	QR QB
31	B Q 6	QR K
32	R×R	K×R
33	B B 5	K B 2
34	B Q 4	P KR 4
35	P KR 3	Drawn

(b) The Handbuch gives S S 5 : B QR 3 is also often played.

(c) Q R 3 if then B B, Q R 4 would have been safer.

(d) Why not R K 4? (e) KR home is better.

(f) S KR 3 is the proper move here.

GAME NO. 289. (K B Opening)

	F. M. Teed.	J. Fixon.
1	P K 4	P K 4
2	B B 4	B B 4
3	P Q B 3	Q K 2 (a)
4	S B 3	P Q 3 (b)
5	P Q 4	P×P (c)
6	S S 5	S K R 3
7	P×P	P B 3
8	P×B	P×S
9	0—0	P×P
10	Q R 5+	K B
11	Q B×P	Q×K P
12	Q B×S	Q×K B
13	Q K 5	Q B 2
14	R K	B Q 2
15	Q×B P+	K S
16	R K 7 and wins.	

(a) Old fashioned but sound.

(b) S Q B 3 is as good.

(c) Weak. Black could have secured a safe game by B Q S 3 followed by B K S 5 if 0—0

The game is very well managed by White.

GAME NO. 290. [K B Opening]

Contested lately between Don C. Rogers of Detroit, and Mr. Wallace of Chicago.

	Rogers.	Wallace.
1	P K 4	P K 4
2	B Q B 4	B Q B 4
3	S K B 3	P Q 3

4	P Q 3	QB KS 5
5	P KR 3	B KR 4
6	P KS 4	B KS 3
7	P QB 3	S Q 2
8	P QS 4 (a)	B QS 3
9	P QS 5	KS KB 3
10	P QR 4	P QB 3
11	QB KS 5	P KR 3
12	B KR 4	Q B 2
13	0—0	S QB 4
14	B × S	P × B
15	S KR 4	0—0—0
16	Q KB 3	Q K 2 (b)
17	P QR 5	B QB 2
18	P QR 6	B QS 3
19	S Q 2	S K 3
20	S KB 5	Q Q 2
21	QS QS 3	S S 4
22	Q KS 2	QBP × P
23	QRP × P +	Q × P
24	B Q 5	Q B 2
25	P QB 4	P QS 5
26	K R	S K 3 (b)
27	S KR 4	S B 5
28	Q B 3	K Q 2 (b)
29	P Q 4	K K 2
30	P QB 5	P KR 4
31	P KS 5 (c)	KBP × P
32	S S 2	P KS 5
33	Q S 3	S × KRP
34	P × B	QRP × P

35	KR QB	Q QB 2
36	QP×KP	K KB
37	R QB 6	P×P
38	S R 4	S KB 5
39	R×P	S×B
40	S×B+	P×S
41	S QB 5	S×R
42	S×Q+	S×S

43 R R 7 and won after several moves.

(a) The premature advance of the pawns on each flank should cost White the game.

(b) P KR 4 is the right move.

(c) Why not take the Bishop.

CIRCULAR

NEW CHESS PERIODICAL.

TO BE CALLED THE

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THE MARYLAND CHESS REVIEW.

Published Monthly by J. K. Hanshew.

TERMS ; $3.00 per annum: $1 50 for six months, invariably in advance. When single copies are ordered 30 cents will be charged.

The first Number, January 1874, of this New Monthly Magazine has made its appearance and elicits from us the highest encomiums of praise for the agreeable surprise of such an elegant Chess Periodical.

The type used is new, of large size and there can be no complaints of illegibility or dubious readings even from the most fastidions. No. One treats of the elements of the game, gives us a comical chess story of one Hans and how he did spiel: 10 games, 12 problems, chess items, notices and two pages

are devoted to draughts.

Friend Hanshew its able Editor announces his Problem Tourney No. one. with $10 for the best four mover, $5 for the best three mover and $5 for the best two mover.

We take great pleasure in recommending the MARYLAND CHESS REVIEW to all of our chess friends, and we trust Mr. Hanshew may meet with the success his great Enterprise and arduous undertaking of maintaining an American Chess Monthly so richly deserves, for our experience is, that of all hard work and poor pay chess editorship takes the lead, fortunately to some of us the labor is most agreeable and the pay that is not cash, sufficient and appreciable.

PORTFOLIO.

750. They say that in the variation : ——

1	P K 4 / P K 4	2	B B 4 / B B 4	3	P Q B 3 / Q K 3
4	S B 3 / B × P +	5	K × B / Q B 4 +	6	P Q 4 / Q × B
7	S × P / Q K 3	White has greatly the better game because Black has lost time.			

	P K 4		P KB 4		S KB 3		S QB 3
1	———	2	———	3	———	4	———
	P K 4		P × P		P KS 4		B KS 2

5 P Q 4 Black shouldnow play P Q 3 and if 6 P R 4 reply with P KR 3 and the second player has the preferable game.

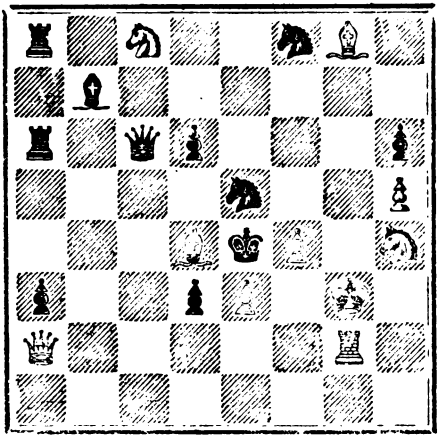
PIERCES' PROBLEM BOOK.

This is a fine Volume of 300 chess problems by the brothers James Pierce, M. A. and W. Fimbrell Pierce author of a Descriptive Geometry.

These Problems are all first class and of the English School No chesser's library can be complete without a copy of this work, which needs no words of praise from any one the authors' fame is world-wide.

The following is their frontispiece.

Problem No. 792. By W. T. Pierce.

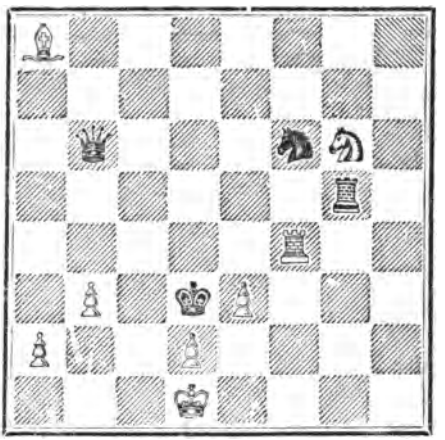


White mates in five moves.

No. 793. By J. Ashmore.

White mates in two moves.

No. 794. By J. Ashmore.

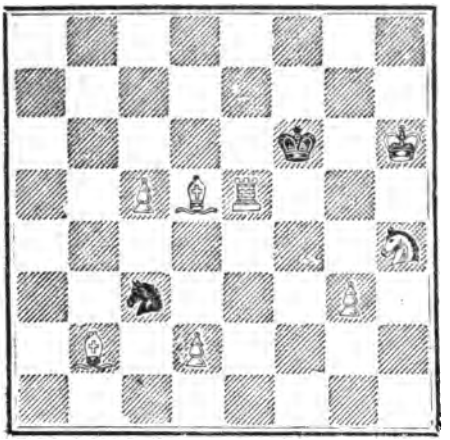


White mates in three moves.

Problem No. 795. by Joseph N. Babson.

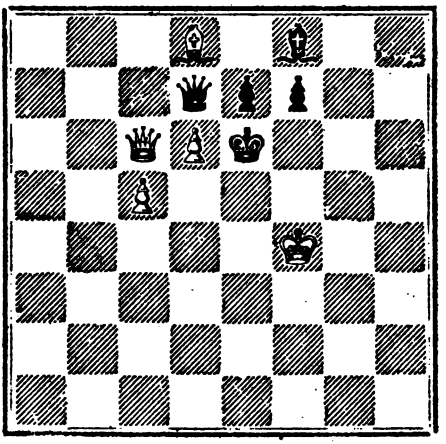
Either mates or sui-mates in three moves.

No. 796. by Charles H. Blood.



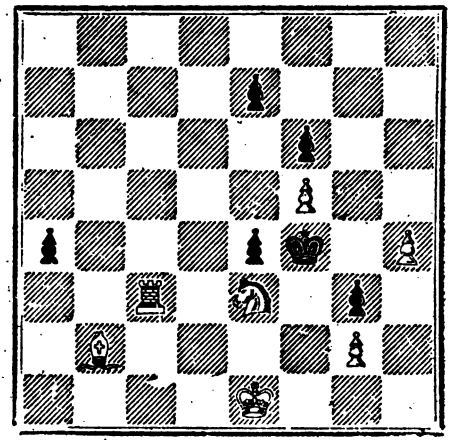
White mates in two moves.

No. 797 By Charles H. Blood, of Maine.



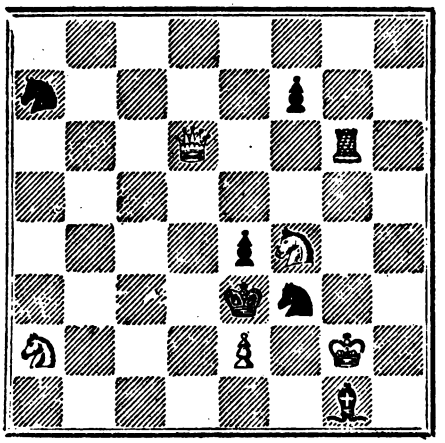
White mates in two moves.

No. 798. By D. T. Brock.



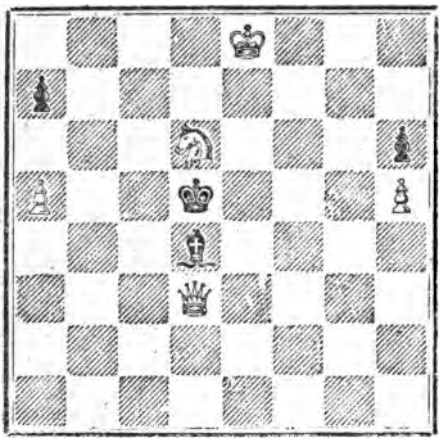
White mates in three moves.

Problem No. 799. By D. T. Brock.



White mates iu three moves.

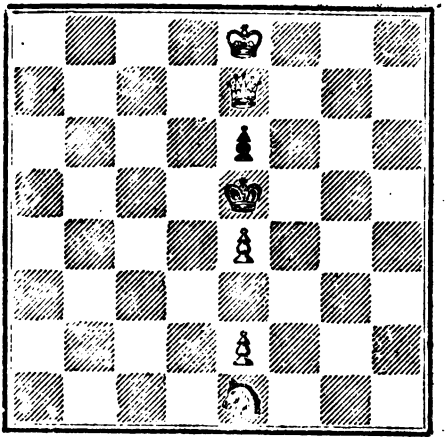
No 801. By T. P. Bull, of Detroit.



His first Problem.

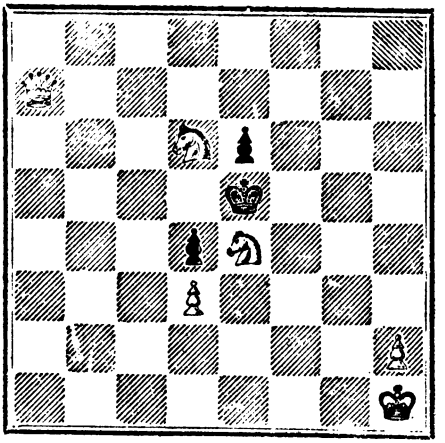
White mates in three moves.

No. 802. By T. P. Bull.



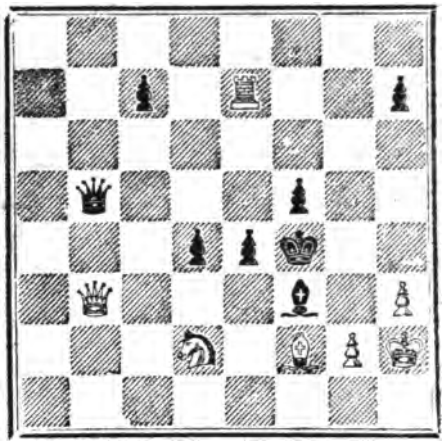
White mates in two moves.

No. 803. By T. P. Bull.



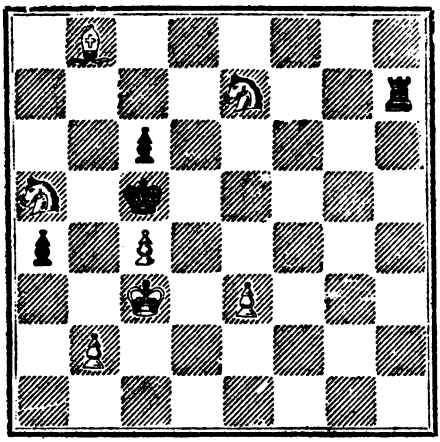
White mates in three moves.

Problem No. 804. By Richard Lacy.



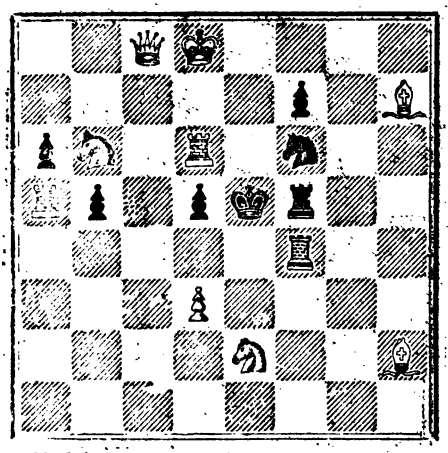
White mates in two moves.

No. 805. By Richard Lacy.



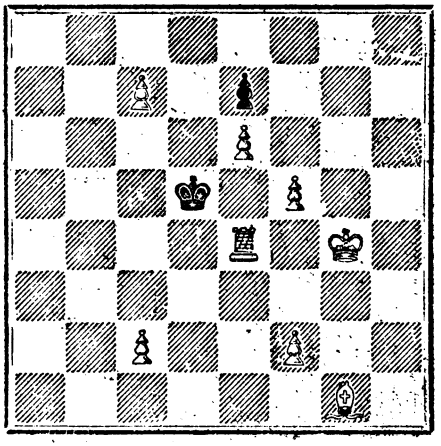
White mates in three moves.

Problem No. 806. By F. W. Martindale.



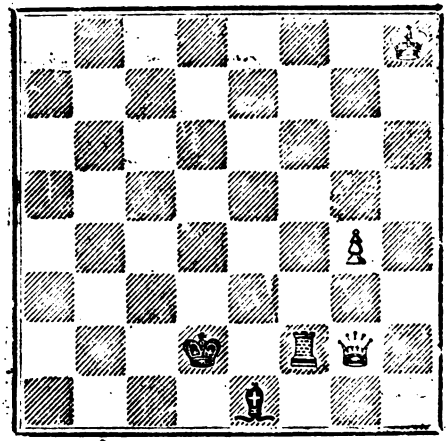
White mates in two moves.

No. 807. By C. Schwede, Leipzig.



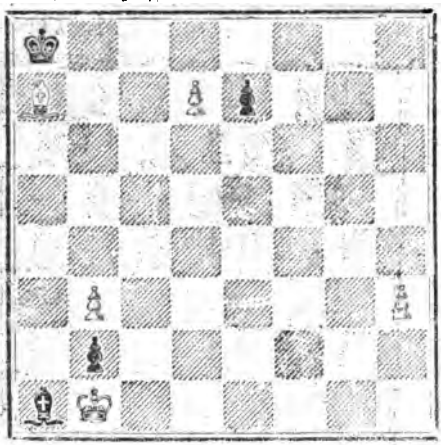
White mates in three moves.

No. 808. By J. M. Spear.



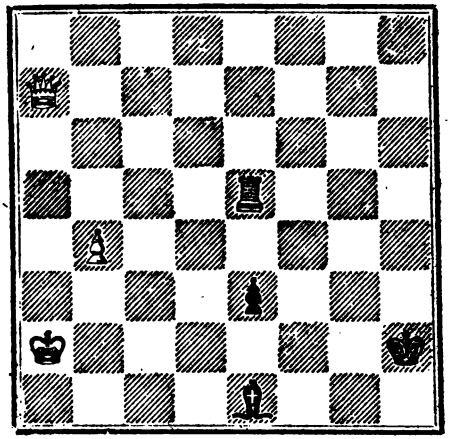
White to play so that Black can mate in three moves

No. 809. By W. A. Shinkman.



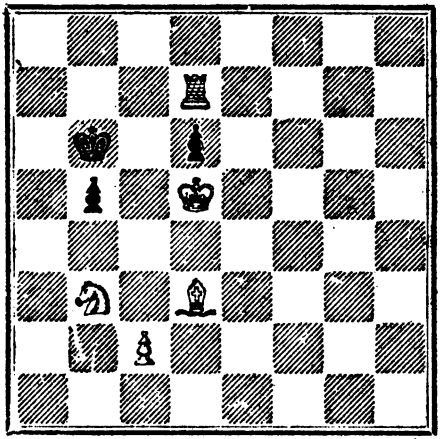
White mates in six moves.

No. 810. By W. A. Shinkman.



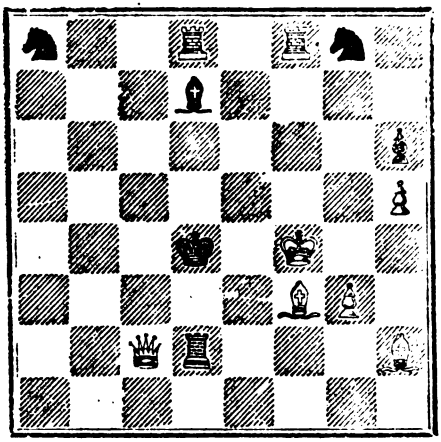
White to play so that Black can mate in three moves

No. 811. By F. M. Teed.



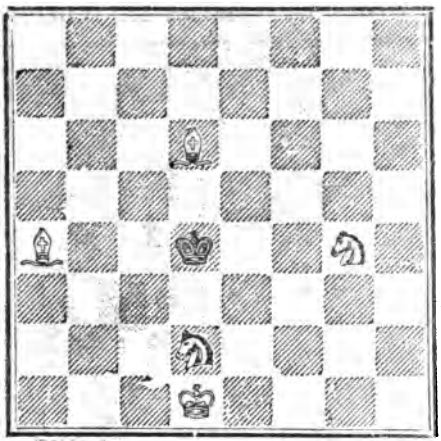
White mates in three moves.

No. 812. By F. M. Teed.



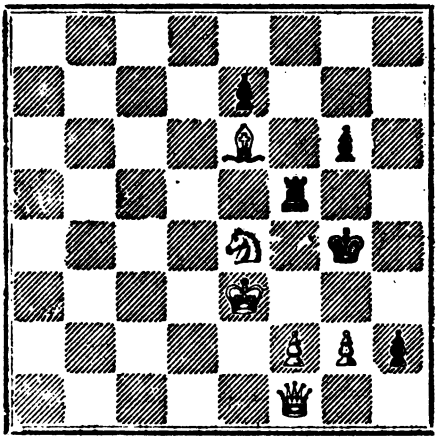
White sui-mates in three moves.

No. 813. By T. A. Thompson.



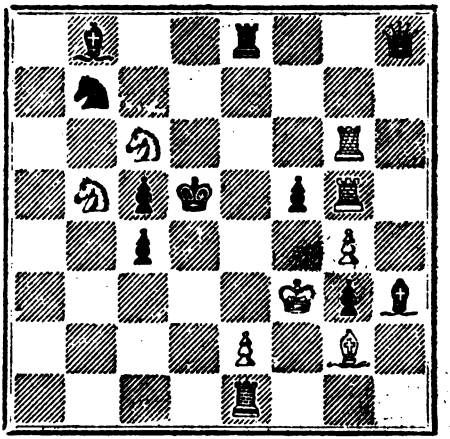
White mates in five moves.

Problem No. 814. By August Vorrath.



White mates in three moves.

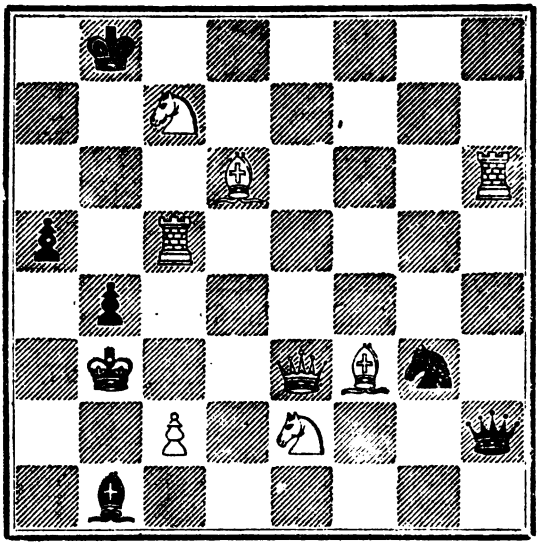
No. 815. By Charles H. Wheeler.



Either mates or sui-mates in two moves.

PROBLEM NO. 800.

Inscribed with friendly regards to Charles H. Wheeler by Joseph N. Babson.



White sni-mates in eight moves.

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I. O. Howard Taylor.

JOHN ODIN HOWARD TAYLOR, of Thorpe, next Norwich, England, was born at Norwich, March 2d, 1837. His father is a considerable landed proprietor in the County of Norfolk, is one of the Deputies of the Lord Lieutenant, and was Mayor of the city of Norwich, 1861-2. His mother is a sister of Dr. Brewer, M. P. for Colchester, of the Rev. Dr Brewer, (author of "Guide to Science") and of the Rev. Professor Brewer, (the well known historian and writer.)

The subject of this notice is the eldest child of his parents, and owes his excellent early training to the devotion of his mother, a most accomplished woman; afterwards he was aided and directed in his education by his uncle, the Rev. Dr. Brewer, and by the Rev. F. E. J. Valpy, son of the celebrated Dr. Valpy, of Reading.

At the age of 15 the youthful Howard was well grounded in the rudiments of Hebrew, Greek, Latin, German and French, had mastered Euclid and ordinary Algebra, had gone through considerable training in natural science, theology, music and elocution, surpassing the boys of his age that were his fellow students.

The next year or two was passed under the tuition of the Rev. Mr. Valpy, studying chiefly the Latin and Greek classics, but not neglecting outdoor exercise in various athletic sports, and sometimes in whist—minus stakes. To the disappointment, however, of his schoolmaster and many friends, instead of proceeding to college he became articled to his father as

a solicitor before the age of 17 years; for he was convinced that he could not endure the routine of the more congenial college and literary studies.

Mr. Taylor prosecuted his legal reading with great zeal and determination, and at his examination before admission as an attorney and solicitor, when 22 years of age, obtained the *Clifford's Inn Prize* (which is the highest obtainable), being far in advance of all competitors. He afterward joined his father, and, with his brother, who has lately secured high legal honors, carries on the business of a solicitor at Norwich, having sacrificed his desire to become a barrister as well as to go to college, to the exigences of an important and increasing business as "*family lawyer*" founded by his father.

The moves at chess were early taught to him by his gifted mother, but throughout his school days he felt but little interest in the game; later, frequent defeats by a worthy clergyman, who held a living in his father's gift, put him on his mettle—a casual meeting with a copy of *Staunton's Handbook* and a presentation from a friend of *Walker's One Thousand Games* stimulated the hitherto latent force and aroused undying love for our royal pastime—he threw himself ardently into the study of parties and debuts, soon proving too much for the hitherto victorious ecclesiastic.

While spending part of the year 1859 in London prior to his examination, he found great relief from severe legal studies in attending the Philidorian Chess Rooms in

Rathbone Place, now closed, but then frequented by Zytogorski, Harrwitz and Falkbeer, and by the problematists Healey, Campbell, Wormald, Duffey and Kling. At this period occurred the Muzio with the curious termination given in the *Chess Brilliants*, page 114. While reading law from 10 to 14 hours a day, he composed his first problems, which were published in the *Chess Players Chronicle* for Dec., 1859, and January, 1860, under the management of Mr. Healey. Returning to Norwich early in 1860, he found himself equal to Mr. Rainger, (*) the problematist; then the strongest player in Norfolk. Since that time he has rarely had the opportunity of visiting the metropolis or of meeting first-class players. Mr. Taylor's delicate health and arduous professional duties have caused him to eschew heavy chess, considering chess a pastime and agreeable recreation rather than as a business, or subject for scientific research; he has, however, had the honor of meeting over the board, and the pleasure of playing with Steinitz, Blackburne, Anderssen, Zukertort, Lindehn, Boden, MacDonnell, Cochrane, Falkbeer, Lowenthal, etc.

The visits to Norwich of Blackburne, Kolish, Kling, Steinitz, Lowenthal and Zukertort were chiefly caused by his influence and pecuniary support.

The idea of "*Chess Brilliants*"—a series of sacrifices of the rarest kind—occurred to him

*Rainger was chiefly instrumental in bringing out the problems of J. B. of Bridport; he was also the most pleasant of opponents; but unhappily was attacked by a fatal mental disease, of which he died just at the time when he bid fair to become famous in the chess world.

many years before the publication of this sparkling book; the time and labor, not to speak of the money expended in getting this volume from the press, would surprise any one not acquainted with a chess author's experience, but we are sure we do Mr. T, no injustice in saying the time, labor and money were cheerfully given and are not regretted, on the contrary it was "*labor ipse voluptas.*" He was also editor of a local chess column for more than a year, but was compelled by his avocations to resign the task

We find also many contributions from Mr. Taylor in the chess magazines of the day; of games and problems in the Illustrated London News, of papers on problems, analysis and problems in the Westminster Papers. Our readers still remember his pleasing article on Oversights, in the May No. (XXXIX) of this JOURNAL, and as in the late East Anglian Tournament we find him in the front everywhere. His chess library is a large one for England. His chess style, some specimens of which will be given in this number of the JOURNAL, show a combination of elegance, vehemence and originality; neither routine nor plain sailing have any charms for him, he seems unable to break up a beautiful position, preferring the chance of a fine mate to a slow but sure win. His is the chess of a dilettante, not of a professional match player. In addition to his profession and chess Mr. Howard Taylor takes much interest in public affairs; is a fluent spaker and writer in prose and verse, and is frequently heard on social and on economic questions; he is fond of

planting and landscape gardening, and no chesser can be more fortunate than to be a guest at the Walpole House.

The following games are specimens of Mr. Taylor's chess play:

GAME NO. 291. (Evans' Gambit.) Played at the "Divan," London, 1866.

I. O. H. Taylor.	W. Steinitz.	I. O. H. Taylor.	W. Steinitz.
1. P K 4	P K 4	14. B Q 3	Q K R 4
2. S K B 3	S Q B 3	15. B tk K R Pch	K R
3. B Q B 4	B Q B 4	16. P K 6	B Q S 2
4. P Q S 4	B tk Q S P	17. P tk Q P	P K B 4
5. P Q B 3	B Q R 4	18. R K 6	P K B 5
6. P Q 4	P tk P	19. Q tk K S Pch	K tk Q
7. castles	P tk P	20. B Q S 2 ch	R K B 3
8. Q Q S 3	Q K B 3	21. B tk R ch	K B
9. P K 5	Q K S 3	22. Q R K	S K S 5
10. Q S tk P	B tk S	23. R K 8 ch	R tk R
11. Q tk B	P Q S 3	24. P tk R (Q) ch	Q tk Q
12. S K S 5	S K R 3	25. R tk Q ch	K tk R
13. R K	castles	26. B K S 6 ch	K B
		27. S K 6 ch	K S

Drawn by agreement.

GAME NO. 292. (Evans' Gambit.) Played at the Westminster Chess Club, London, England, in 1868, between I. O. Howard Taylor, (white) and the Rev. G. N. MacDonnell, (black).

Taylor.	MacDonnell.	Taylor.	MacDonnell.
1. P K 4	P K 4	13. S K 2	B tk S
2. S K B 3	S Q B 3	14. P tk B	S K S 3
3. B Q B 4	B Q B 4	15. K R	S K R 5
4. P Q S 4	B tk S P	16. Q Q 2	S tk P
5. P Q B 3	B Q B 4	17. R K S	P K B 3
6. 0—0	P Q 3	18. Q K B 4	S tk R
7. P Q 4	P tk P	19. R tk S	P Q B 4
8. P tk P	B Q S 3	20. Q K S 3	R K B 2
9. P Q 5	S Q R 4	21. S K B 4	Q K 2
10. B Q S 2	S K 2	22. P K 5	B P tk P
11. B Q 3	0—0	23. B tk R Pch	K tk B
12. S Q B 3	B K S 5	24. Q K R 3 ch	K S
		25. S K S 6 and wins.	

GAME NO. 293. (King's Gambit Declined.) Howard Taylor gives his Q R to Mr. E Firth, of Norwich Chess Club; contested in 1871.

Taylor.	Firth.	Taylor.	Frith.
1. P K 4	P K 4	11. Q K 2 ch	K B
2. P K B 4	P Q 4	12. S Q 5	S Q B 3
3. P tk Q P	Q tk P	13. S tk Q P	S tk S and white then mated in seven moves, as follows:
4. Q S B 3	Q Q B 4	14. R tk B ch	P tk R
5. S K B 3	B K 2	15. B R 6 ch	K B 2
6. P tk K P	P K B 3	16. Q R 5 ch	K K 3
7. P Q 4	Q Q R 4	17. Q K 8 ch	S K 2
8. B Q B 4	P Q B 4	18. Q tk S ch	K B 4
9. 0—0	P tk Q P	19. Q tk P ch	K moves.
10. P tk P	B tk P	20. Q mates.	

GAME NO. 294. (Petroff's Defence.) I. O. H. Taylor gives Q R to Mr. Edward Stocks, at Walpole House, Thorpe, Norwich, England, 3d August, 1872.

I. O. H. T.	E. S.	I. O. H. T.	E. S.
1. P K 4	P K 4	12. R K S	R K
2. S K B 3	S K B 3	13. S Q 5	S tk S
3. B Q B 4	B K 2	14. B tk S	S Q B 4
4. S tk K P	0—0	15. Q Q 2	B tk S now follows a remarkable mate by force in a few moves.
5. P Q 3	P Q 3	16. R tk S P ch	K tk R
6. S K B 3	B K S 5	17. Q R 6 ch	K S
7. Q S B 3	S Q R 3	18. B tk P ch	K tk B
8. P K R 3	B K R 4	19. Q R 7 ch	K B 3
9. P K S 4	B S 3	20. B S 5 ch	K K 4
10. P K R 4	P K R 4	21. B K B 4 ch	K tk B
11. P tk P	B tk R P	22. Q K B 5 checkmate.	

GAME NO. 295. (Allgaier Gambit.) Played at a chess soiree at Walpole House, Thorpe, England, Sept. 17th, 1872.

	Taylor.	Zukertort.		Taylor.	Zukertort.
1	P K 4	P K 4	5	S K S 5	P K R 3
2	P K B 4	P tk P	6	S tk K B P	K tk S
3	S K B 3	P K S 4	7	B Q B 4 ch	P Q 4
4	P K R 4	P S 5	8	B tk P ch	K S 2

	Taylor.	Zukertort.		Taylor.	Zukertort.
9	P Q 4	Q K B 3	18	P tk S ch	K R
10	S QB 3	B QS 5	19	P KB 7	B KS 5
11	0—0	B tk S	20	Q KB4	Q KS 4
12	P tk B	P KB 6	21	Q tk Q	P tk Q
13	B QR 3	S QB 3	22	P (Q) ch	R tk Q
14	P K 5	Q tk KRP	23	B tk R	R Q
15	R tk P	P tk R	24	B tk S	P tk B
16	Q tk P	S KB 3	and by mutual agreement		
17	R KB	R Q	the game was drawn.		

GAME NO. 296. (K S Opening.) Played in Norwich, Dec. 12th, 1872.

R. A. Cooper.		Taylor.		Cooper.	Taylor.
1	P K 4	P K 4	9	P KR 3	P KR 5
2	S KB 3	S QB 3	10	S tk SP	P tk B
3	B QB 4	B QB4	11	S tk KBP	B tk KRP
4	0—0	S KB 3	12	S tk Q	B KS 5
5	P Q 3	P Q 3	13	Q Q 2	S Q 5
6	B KS 5	P KR 3	14	S QB 3 and b'lk announced mate in six moves at most.	
7	B KR 4	P KS 4			
8	B KS 3	P KR 4			

GAME NO. 297. (Giuico Piano.) Contested at the Divan. Strand, London, September 1st, 1873

	Lowe.	Taylor.		Lowe.	Taylor.
1	P K 4	P K4	10	P Q 4	B tk B
2	S KB 3	S QB 3	11	R P tk B	R *K*
3	B QB 4	B QB 4	12	P Q 5	S *K* 2
4	P Q 3	P Q 3	13	S *K*R4	P *K*S 4
5	QS B 3	KS B 3	14	Q *K*B 3	S S 3
6	P KR 3	P KR 3	15	S tk S	P tk S
7	B *K* 3	B S 3	16	B tk B	B P tk B
8	0—0	B *K* 3	17	R QR 4	P QR 3
9	B S 3	0—0	18	P QS 4	R *R*B

19	Q K 2	S KR 4	27	S QB 3	Q QB
20	P KS 3	P QS 4	28	R KB 3	R KB 5
21	R QR 3	Q QS 3	29	P tk R	P KS 5
22	K S 2	QR QB	30	P tk P	Q tk P
23	S Q	KR KB 2	31	K R	R tk S
24	R K 3	QR KB	32	P tk R	S tk K BP
25	S QB 3	Q Q			wins.
26	S Q	R QB 2			

GAME NO. 298. (Irregular Opening.) Brevity versus Levity. Played at Walpole House, in September, 1873.

C. H. Capon.	I. O. H. Taylor.	C. H. Capon.	I. O. H. Taylor.
1 P K4	P K 4	10 Q S 3	S KB 3
2 S KB 3	S Q B 3	11 B K 2	S×KP
3 P QB 4	B QB 4	12 Q×SP	Q R 5
4 S QB 3	B Q 5	13 0—0	(*a*) P Q 6
5 S Q S 5	P Q 3	14 B×P	S KB 6+
6 S×B	P×S	15 K R	Q×K BP
7 P Q S 3	B KS 5	16 Q×R+	K Q 2
8 P KR 3	B×S	17 Q S 7	Q S 8+
9 Q×B	S K 4	18 R×Q	S K B 7±

(*a*) Suppose Mr. Capon had played 13 Q×R+, then might have followed:

		K Q 2
14	Q×R	Q×P+
15	K Q	P Q 6
16	B×P	S×B
17	K QB 2	and mates in 8 moves.
		S QS 5+
18	K S 2	if K Q mates in 4 moves.
		S QB 6+
	P×S	Q QB 7+
	K K	S Q 6+
	K B	Q KB 7±
		Q Q 5+

19	K S	if K R 3 mates in 4 moves.
	———	S × P +
20	B × S	Q × B
21	R K B	S Q 6 and mates in 3 moves.

Our Portfolio.

Our Solution List Now Stands:

1	F. H. Curtiss, of Illinois,.....	256 Problems.
2	W. A. Shinkman, of Michigan,...	250 "
3	C. H. Wheeler, of Illinois,.....	247 "
4	T. A. Thompson, of Maryland,.....	241 "
5	J. K. Hanshew, of Maryland,.....	238 "
6	J. G. White, of Ohio,.....	210 "
7	J. M. Spear, of Ohio,.....	138 "
8	C. F. Hanshew, of Dist. Columbia,.	108 "
9	L. W. Davis, of California,.....	83 "
10	L. W. Mudge, of New York,.....	67 "
11	C. H. Blood, of Maine,.....	65 "
12	V. M. Portilla, of Mexico,.....	46 "
13	C. Benbow, of England,.....	36 "
14	W. Meredith, of Pennsylvania,...	27 "
15	T. D. S. Moore, of Canada,.....	27 "
16	R. Lacy, of Rhode Island,.....	17 "
17	F. W. Martindale, of New York,..	15 "
18	T. P. Bull, of Michigan,.....	14 "
19	C. S. Crotty, of New York,.....	13 "

Communication.

Pierces' Problem Book.

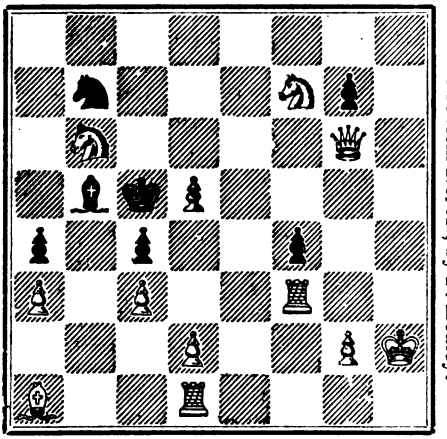
We have received the following communication for publication:

TERRACE VILLA, ROEHAMPTON, S. W.
January 5, 1874.

To the Editor of the Westminster Papers:

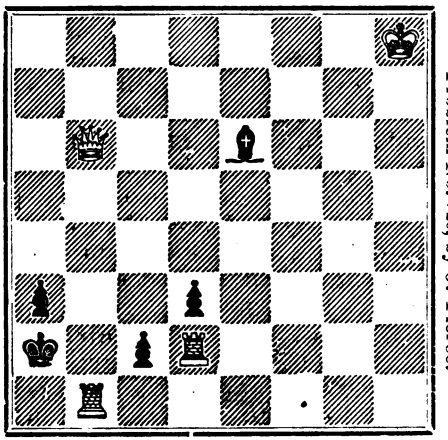
DEAR SIR: I wish to make a few remarks on your rash assertion that Problem No. 71

in Messrs. Pierces' collection of 300 problems is a palpable copy of Healey's Bristol Tourney Problem. I here place the two problems side by side that your readers may bet-



White to play and mate in four moves.

Problem No. 819, by F. Healey.

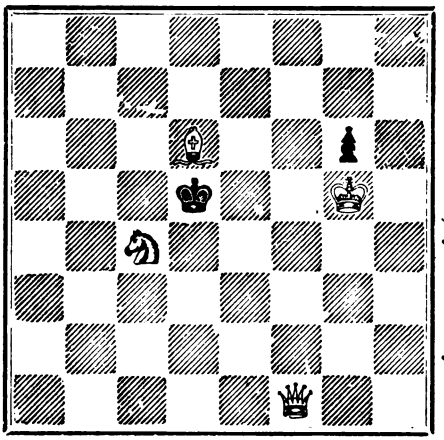


White to play and mate in four moves.

Problem No. 820, by J. Pierce.

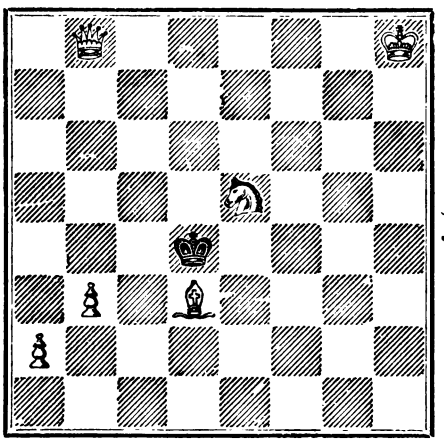
ter judge, and I think they will say that the idea in each is exactly the same, but that its embodiment or form is so entirely different as to make each problem distinct and possess a beauty of its own. Of course, in these cases you must accept the author's assertion that he did not copy the idea, the more so as it is perfectly evident that the construction is singularly unique and original, and it is not so very improbable that a simple idea like the present should occur to two minds. But apart from this your remark, in *my* opinion, would not be justified even on the supposition that the problem were *consciously* composed as a new form of Mr. Healey's beautiful and original idea. Might not the majority of beautiful problems be classed according to certain *leading ideas*, and if so, it would be palpably absurd to say that all problems in each group were flagrant copies of one of them.

As to the possibility of two authors conceiving the same idea and even expressing it in the same or nearly the same form I here give two problems composed respectively by Mr. Duffy and myself, and published at such times as to render it practicably impossible for either to have seen the other's problem. [See problem No. 821, by P. T. Duffy. See problem No. 822, by W. T. Pierce.] You will see that one is the same form as the other but *upside down* and a more flagrant copy apparently could not exist. I only publish these as a curiosity and to convince you that editors should be careful how they make such damaging charges. As to the Dedication Problem



Problem No. 821, by P. T. Duffy.

White mates in four moves.



Problem No. 822, by W. T. Pierce.

White mates in four moves.

being utterly unworthy its prominent position, as it was composed by myself, I naturally speak more diffidently, but we were influenced in placing it where it is by the praises of such

men as Meyer, Lowenthal and the Rev. W. Waite, who wrote me a most flattering letter respecting it. It is very singular how opinions differ respecting the merits of any particular problem, and this your own reviewers curiously exemplify.

Your insertion of this letter in your next number I shall esteem as an act of justice as well as favor to

Yours Faithfully,

W. TIMBRELL PIERCE.

NOTE: Of course there are some errors in every problem book, (in problem CCXVI, add a black pawn on K B 7, also in No. CCLVII, a black pawn on K S 6), but we think dislike of H. Meyer has prompted too severe criticism on this great work of the Messrs. Pierce.—[Ed. Journal.

Communication.

My First Conditional and its Sequel.

BY F. H. CURTISS.

In the problem department of chess, any position calling for a direct mate in, from two moves upward, without proviso, may be called strictly legitimate; but were we to adhere to that class, and bar all others, very much of the beauty of chess would be lost. When, many years ago, a distinguished German composer, came out with a suicide mate, it was considered an innovation and detrimental, but "many men of many minds," &c., the idea found favorites, and though there are still many who mock at it, saying that it is irregular and favors the composer in being easy of construction and difficult of solution, the idea has gained such a foothold that it stands second only to the legitimate.

Then we have conditionals, curiosities and fancies, among which are found many beauties. They are often interesting and instructive withal; interspersed with the solids, they are the spices which flavor the epicurean feast, that Caissa has spread before her votaries, and as such, should be accorded a value equal to their merits. Though desirable in limited quantities, a little too much would be worse than none at all.

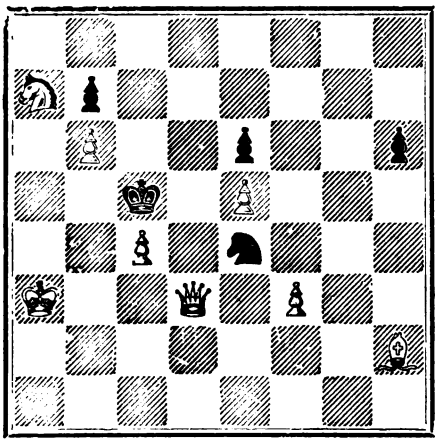
It is not likely, however, that these irregulars will ever do any serious harm to the interests and the cause of the legitimates, for when we get too much we get cloyed and cry quits for awhile.

Not so very long ago, the writer took it into his head to construct a conditional problem, he would drive the K home and with his valiant Knight mate him there.

After a long struggle with the stubborn pieces that would use powers they ought not to, and fail when most needed, he finally brought them into subjection, and had attained his object. The following diagram will show the state of affairs. [See Problem No. 823 on next page.]

But the end was not yet, fatigued by his exertions he fell into a reverie, then to a fitful dreamy sleep. Before him was a banquet, catered to by chess players from all nations, and partaken of by them all. He was called upon to contribute his share, and modestly complied, with a few productions; then up spoke Mr. Perrin "Where is your new spice box?" With a blush of pride our hero brought forth his latest toy, and proceeded to descant

Problem No. 823, by F. H. Curtiss.



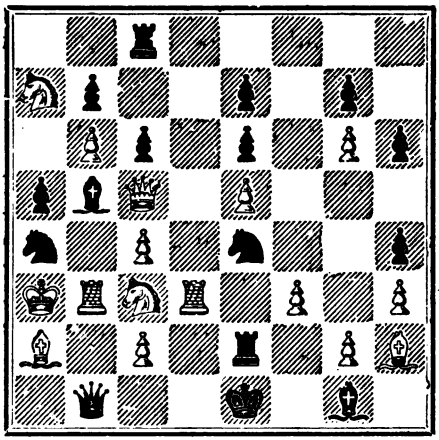
White to play and give mate with the S, in eight moves; black K to stand on his own square.

its virtues, but this triumph was destined to a speedy overthrow, for this spice box at a lordly banquet was very like the plebian pepper-box of a less pretentious board; in the midst of a burst of eloquence an unlucky question threw off the cover, and lo, the feast was spoiled—confusion—then a change of scene. He was alone; before him was his chess board, but what a medley. The white king was gathering his forces about him to drive away the adverse king who had seized his throne, entrenching himself behind his castle, with the immediate assistance of only his queen and bishop, and amidst this hubbub our poor dazed hero thought he could trace his last favorite, but the king had surely escaped, and all the forces were on hand ready

to do battle. Again must he bring order from the chaos; when the task was done he took a solemn oath never again to try the spices till he knew more of the art of plain cooking.

The sequel is now brought forth from its obscurity, to serve as a warning for others.

Problem No. 824, by F. H. Curtiss.



White to play and give mate in fifteen moves with a S, black K to stand on his own square.

210. Every new and young composer gives his version of the smothered mate or Philador's Legacy; we gave ours as "Either to mate in three moves," and felt very proud of it at first. As to easy chess, we intend to give, in every number of the JOURNAL, something for beginners, as well as for those who are somewhat advanced in chess. Thompson's Problems are the best in this respect. Some are so easy that one of our daughters, eight years old, finds great pleasure in solving them, while

others of his problems are so difficult that we have not received a solution from any one, as yet. In chess, as in life, the young, the middle aged, and the old; the limited and uncultivated mind as well as the vast and developed intellect, have all a right to life, liberty and the pursuit of happiness, ergo we give our readers variety.

149. Mr. Elder was the last Secretary of the Detroit Chess Club; and when the *Tribune* office was burned last year, the library and all the records of the Detroit Club were destroyed.

329. The problem prizes in the Canadian Chess Association are $20 for the best set of ordinary problems, in 2, 3 and 4 moves, respectively, and $10 for the best curiosity of chess.

193. Game No. 267, November number of the JOURNAL, was first published in 1864, in the *Palamede Français*, then edited by Maczuski; Mr. Morphy having sent it to Durand et Preti for that purpose. *Taylor's Chess Brilliants* was published five years later.

366. On demande: competent parties desiring to examine chess problems for publication, for pay. are requested to send in their terms, etc. Address, this office.

448. Your idea of printing blank chess problem diagrams on the back of postal cards is as excellent as it is original. The number you ordered sent (Feb. 5th) by express.

NEW BOOK.—Positions in the Chess Openings most frequently played. Illustrated with copious diagrams. By T. Long, Esq.; T.C.D.

Being a supplement to the "Key to the Chess Openings," by the same author.

The match between Messrs. Mason and Martinez came to a conclusion last week, the final score being:

Mr. Mason..... 4
Mr. Martinez..... 3
Drawn..... 2

As it was stipulated that drawn games should be counted as half a game for each player, Mr. Mason thus wins the match by scoring the required number of five games to his adversary's four.—*Turf, Field and Farm.*

448. Game No. 290 was so badly misprinted in the January number, that we give it again, as we hope correct this time. If, however, we get it wrong again, shall continue striving to get it right, "if it takes all summer."

FOR SALE OR EXCHANGE.

The following books have been added to our list since its last publication:

Handbuch des Schachspiels, Bilguer and Von der Lasa, 4th edition, 1864.
Veit & Co., Leipzig.....$6 00
Nouveau Traite du jeu des echecs, by De La Bourdonnais, Brussels, 1842..... 3 00
Le Sottigliezze degli Scacchi. Per Paolo Emilio Guisti..... 2 00

Back numbers or subscriptions to future numbers of this Chess Journal at the rate of twenty-five cents per single number, invariably in advance.

371. A Post Office Order from England for eleven shillings brings us here now $3.00.

Solutions to Problems.

No. 601. Solved by THOMPSON in nine moves.

1	Q S 5+	K Q 3
2	Q S 4+	K K 4
3	B Q 7+	K K 5
4	R S 4+	K K 4
5	Q S 5+	K Q 3
6	S KB 5+	K B
7	Q B 5+	K×B
8	Q K 7+	K B 3
9	R B 8+	R mates
if 2	——	K B 2
3	S Q 5+	K B 3
4	B Q 7 +	K×B
5	Q K 7+	K B 3
6	R B 8+	R×R mates

If 1 S KS 8 ten moves are required.

602 Q KR 8 +

603	1 Q QS 3	P×S	2 R K S 6
	——	P Q 4	B×KP+
	——	B×KBP	Q K B 7+

604	1 Q KR 5+	K B	
	2 B KS 7+	B×B	
	3 Q B 7+	——	4 R×R±
	—— ——	K Q	
	2 Q KS 5+	R K 2	
	3 Q×R+	——	4 QB 7±

605	1 B B 2+	R×B	2 Q K 4+
ALSO:	1 S KB 3+	R×S	2 Q K 4+
	——	K×P	Q QR7+
606		R Q 3	
607	1 S B 3+	K B 8	

	2	K K 3	P S 7	
	3	R Q 2	——	4±
608	1	S QR 4	P×S	2 Q×BP+
		——	B B 5	Q K 6
609	1	KS Q 5	S——	2 QS Q 3
		——	P K 8 or K B 8	KS B 3+
		——	P QB 8 or S 8	KS K 3+
		——	K—	QS Q 3+
610	1	Q KB 3	P K 7	2 Q K 3
611	1	Q R 7+	B—	
	2	R K R	P—	
	3	Q KS	B—	4 Q×S±

612 White to mate.

1 R KB 7+ K×R 2 Q K 6+

Black to mate.

1 Q K 5+ K×R 2 Q K 6+

White to sui-mate.

1 S K 8+ K K 4
2 R K 7+ R×R
3 Q B 5+ K×Q dis mate.

Black to sui-mate.

1 Q B 8+ K×R
2 K B×P+ K×B (best)
3 Q Q 6+ K×Q dis. mate

613	1	Q Q 3	P×Q	2 P B 4+
		——	B K 7	P×P+
		——	P×P	P B 4+
614			S KB 4	

615 1 R B 5+ S×R
2 P×R dis+ (K) K K 4
3 S S 4+ B×S
4 P B 4+ R×P
5 Q Q 6+ S×Q+ + + +

Giving quadruple check and mating both Kings.

616 1 S Q B 2+ K QB 4 2 S×P
——— K QB 5 B Q 6
——— K×P S K 7

617 Suppose Black to have castled last move, which was illegal. make him retract it and move K or R.

If K×S 1 P×B (Q)+ any 2+
If R— 1 QK 4+ " "

If the board is upside down:

1 S Q 2+ K×B 2 Q±

618 R×QSP

619 Q K 4

620 1 B KS 8 P×S 2 Q×R+
——— K R×Q S S 3++
——— S K 3 S×S++

621 1 Q KR 7 K Q 4
2 Q QB 7 P QB 4
3 P×P+ ——— 4±
——— P K 4
2 Q KB 7 P×P+
3 R×P+ ——— 4±

622 QR S 4 623 Q QR
624 Q QS 7 625 S Q 5
626 R Q 7 or S×Q or B QR6
627 Q QB 8 628 Q QS or R Q 8
629 Q KS or S KB 7+
630 R KS 4 631 Q Q 2
632 B KR 3 633 S KB 6
634 Q Q or R QB 8 or R R 6
635 P KS 5 636 Q×K P
637 B×R P 638 S K 4
639 R Q 3 K R 6 2 Q KB 2

640 1 Q KB — Q K R 5 — 2 Q QB 4+
——— — B or S×Q S — S QB 2+

641 If Q is white 1 S QS 5 etc.

642 1 Q KB 6 — B S 6 — 2 Q QR
——— — S×P — Q KB 3+
——— — B or S—K B 4 — B Q 3+

643 1 Q KR 7 — R×P — 2 Q KS 8
——— — R S 2 — R×R
——— — R to B 4 or S 3 — Q×R

644 1 P Q 3 — Q R 7+ — 2 R—
——— — K B 4 — S K 7+
——— — S QR 6 — S KB 4
——— — S B 2 or 4 — R×P+

645 1 S KR 6 — P×S — 2 B KS 8
——— — else — S KS 4

646 1 QR Q 5 — B K 4 — 2 R×P
——— — P B 5 — B B 4

647 1 Q QR — K Q 3 — 2 Q QR 5
——— — K B 5 — Q K

648 1 S Q 3 — K×S — 2 Q K 8
——— — K B 5 — Q K 5

649 1 R KR 4 — P×S — 2 R QB 8
——— — P+ — K QB 2
also: 1 B KR 4 — P×P — 2 B K 6+
——— — P B 6 — K B 2
— — P×S — B K 7

650 1 R×Q+ S P×R 2 Q×S+ or R R 6+

Regular Games.

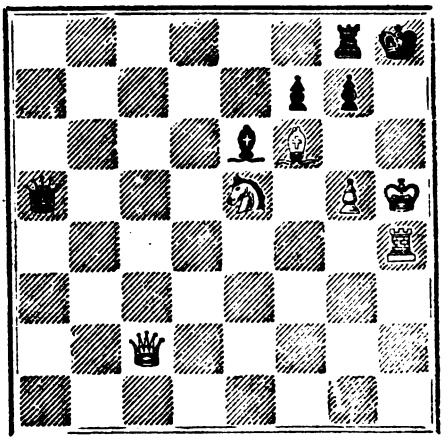
GAME NO. 299. This game was fearfully misprinted in the January number, and as Mr. Rogers has kindly furnished us a correct version, we hasten to lay it before our readers, as affording some very fine end game play. Contested by correspondence

between J. H. Wallace, 211 South Market Street, Chicago, playing the white men, and Don. C. Rogers, Antisdel House, Detroit, handling the black forces.

WHITE. J. H. W.	BLACK. D. C. R.	WHITE. J. H. W.	BLACK. D. C. R.
1 P K 4	P *K* 4	34 P tk B	Q RP tk P
2 B QB 4	B QB4	35 KR QB sq	Q Q 2
3 S KB 3	P Q 3	36 QP tk P	K KB sq
4 P Q 3	QB *K*S 5	37 R *Q*B 6	P tk P
5 P KR 3	B *K*R 4	38 S R 4	S *K*B 5
6 P KS 4	B KS 3	39 R tk P	S tk B
7 P QB 3	S Q 2	40 S tk B ch	P tk S
8 P QS 4	B QS 3	41 S QB 5	S tk R
9 P QS 5	KS KB 3	42 S tk Q	S tk S
10 P QR 4	P QB 3	43 R R 7	R KR 2
11 QB KS 5	P KR 3	44 Q QS 3	S QB 4
12 B KR 4	Q B 2	45 Q QR 2	R tk R
13 0—0	S QB 4	46 Q tk R	R Q 8 ch
14 B tk S	P tk B	47 K S 2	S Q 6
15 S KR 4	0—0—0	48 Q KR 7	P QS 6
16 Q KB 3	*Q* K 2	49 Q KR 8 ch	K K 2
17 P *Q*R 5	B *Q*B 2	50 Q QS 8	S *K*8 ch
18 P QR 6	B QS 3	51 K S 3	R Q 6 ch
19 S Q 2	S K 3	52 K R 4	S B 6 ch
20 S KB 5	Q Q 2	53 K S 3	S S 4 ch
21 S QS 3	S S 4	54 K S 2	S B 2
22 Q KS 2	QBP tk P	55 Q QS 5	R KB 6
23 QRP tk P ch	Q tk P	56 Q K 2	K B 3
24 B Q 5	Q B 2	57 Q QS 2	K S 2
25 P QB 4	P QS 5	58 Q *K* 2	P R 5
26 K R	S K 3	59 Q S 5	P R 6 ch
27 S KR 4	S B 5	60 *K*S sq	*K* R 3
28 Q B 3	K Q 2	61 Q S 8	*K* R 4
29 P Q 4	K K 2	62 Q S 5	*K* R 5
30 P QB 5	P KR 4	63 *Q* S 7	P *K*S 6
31 P KS 5	P tk KSP	64 P tk P	*K* tk P
32 S S 2	P KS 5	65 *Q* *Q*S 5	P R 7 ch
33 Q S 3	S tk KRP	66 *K* R	P *Q* S 7 and white resigns.

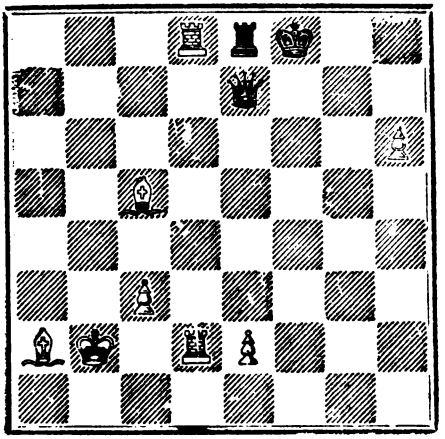
816. By I. O. Howard Taylor. Norwich.

From the Chess Players' Chronicle.



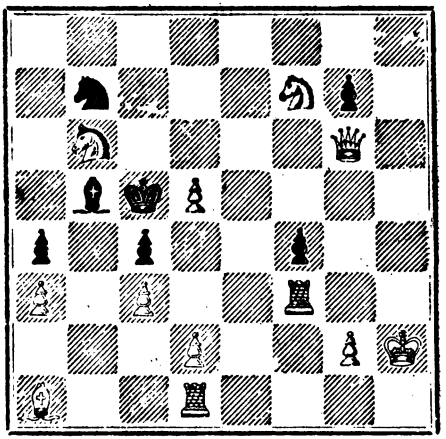
White mates in two moves.

No. 817. By I. O. Howard Taylor.



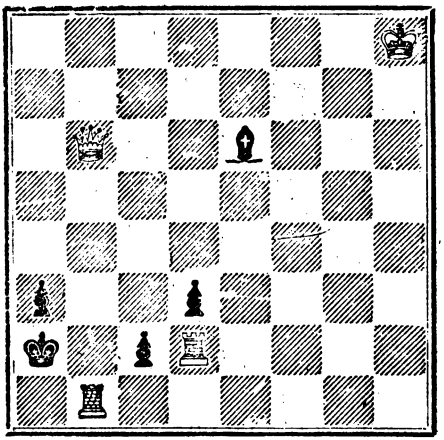
White mates in three moves.

No. 819. By F. Healey, of London.



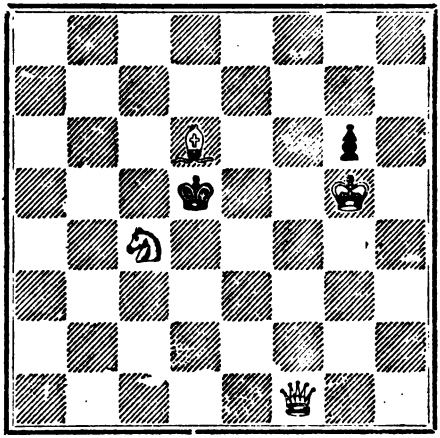
White mates in three moves.

Problem No. 820. By James Pierce.



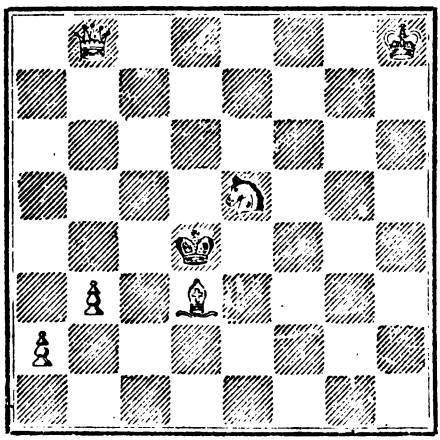
White mates in three moves.

Problem No. 821. By P. T. Duffy.



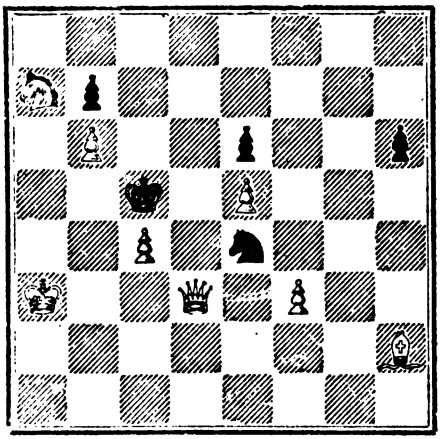
White mates in four moves.

No. 822. By W. T. Pierce.



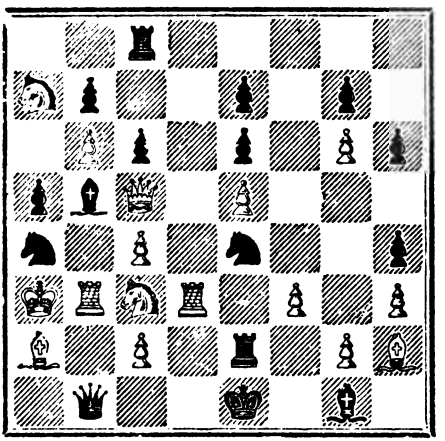
White mates in four moves.

No. 823. By F. H. Curtiss.



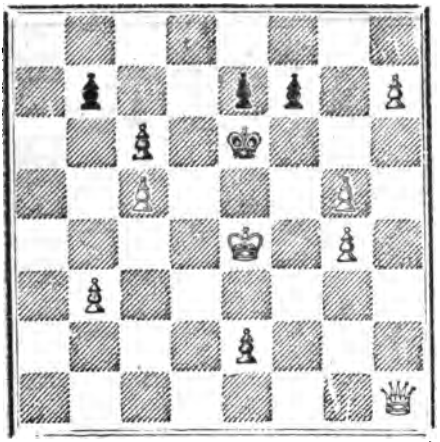
White to play and give mate with the S in eight moves, Black K to stand on his own square.

No. 824. By F. H. Curtiss.



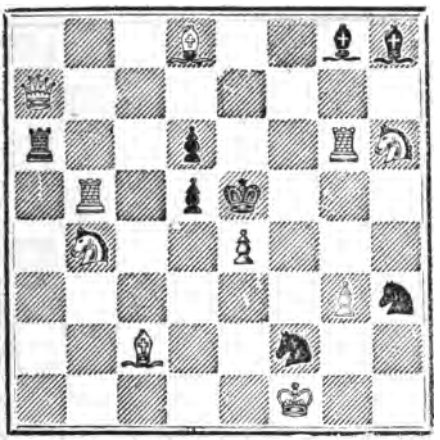
White to play and give mate in fifteen moves with a S. Black K to stand on his own square.

Problem No. 825. By J. Ashmore.



White mates in two moves.

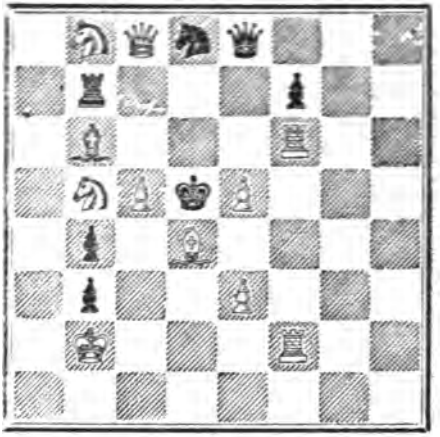
No. 826. By Joseph N. Babson.



White mates in two moves.

No. 827. By R. W. Johnson.

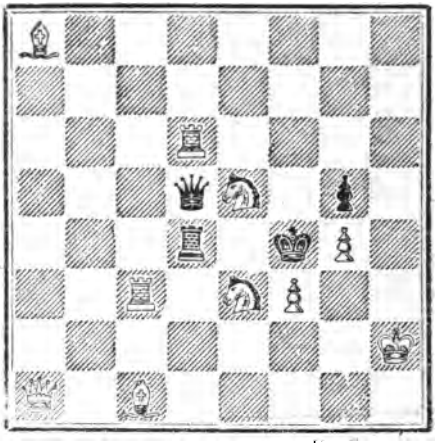
(From the Recreationist.)
PRIZE "R" PROBLEM.



White mates in three moves.

Problem No. 828. By I. O. Howard Taylor.

From the Westminster Papers.

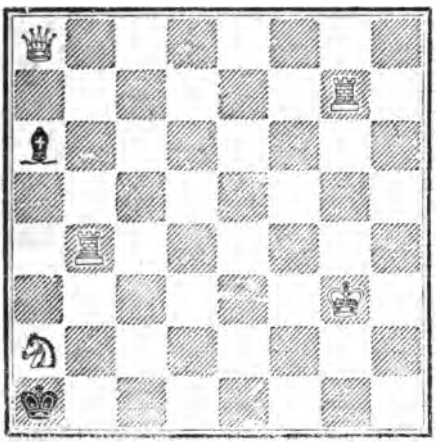


White mates in two moves.

No. 829. By W. Meredith.

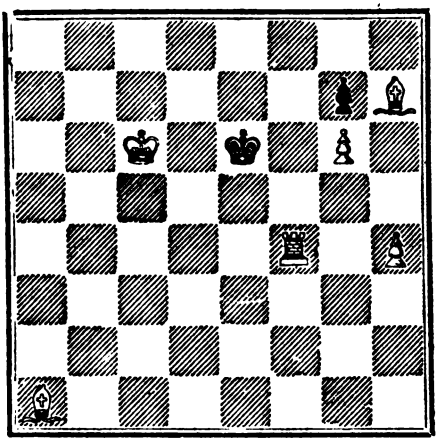
White mates in two moves.

Problem No. 830. By W. A. Shinkman.



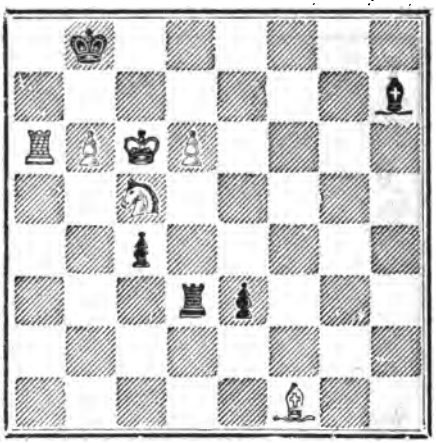
White mates in two moves.

Problem No. 831. By F. M. Teed.



White mates in three moves.

No. 832. By Charles H. Wheeler.



White to allow sui-mate in three moves.

Chess Journal.

PUBLISHED MONTHLY BY O. A BROWNSON, JR.

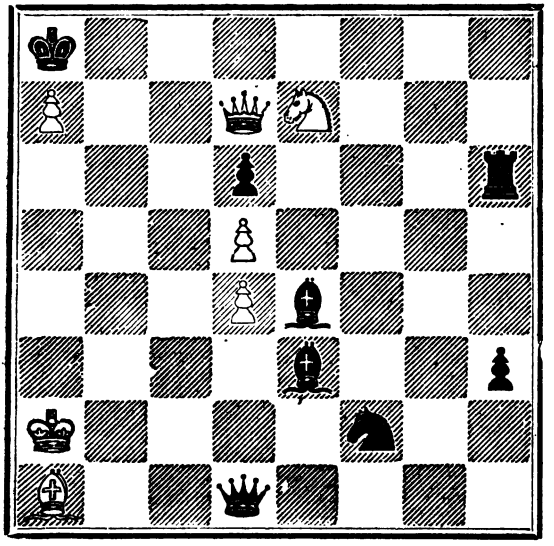
VOL. VI. DUBUQUE, MARCH, 1874. No. 49

CHESS NOTATION.—We use in this Journal the American Notation or abbreviation, viz: K for king, roi, rex or koenig; Q for queen, dame or regina; R for rook, castle, or tour; B for bishop, fou, laufer or alfiere; S for springer, knight, horse or cavalier; P for pawn, pedona, bauer or pion.

Regular Problem No. 833.

Respectfully inscribed to the wittiest of chess editors, JOHN G. BELDEN, Esq., by the author, WM. A. SHINKMAN, of Grand Rapids, Michigan.

BLACK.



WHITE.

Either to play and give mate, or force sui-mate in six moves.

FOR SALE OR EXCHANGE.

The following books have been added to our list since its last publication:

Staunton's Handbook, price	$2 00
Lewis' Treatise on Chess, 1844	5 00
(This is the large work, price in London 20s.)	
Suhle & Neumann, Theorie und Praxis, (bound)	5 00
Jaenisch on the Openings	4 00
German Handbuch. (bound) 1843	3 00
New York Chess Congress Book	5 00
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Marache's Manual of Chess	75
Postal Card Diagrams per 100 (by express)	2 00
Postal Card Diagrams per 1000 (by express)	15 00

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$10 AND UPWARDS, 10 PER CENT OFF.
$50 " " 15 " " "
$100 " " 20 " " "

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In No. 2, Vol. I., C. H. Waterbury, of Elizabethport, N. J.

In No. 3, Vol. I., M. Kapner, of New York.

In No. 4, John Schlesinger, of Cleveland, O.

In No. 5, Vol. I., C. H. Stanley, of N. Y.

In No. 6, Vol. I., Dennis Julian, of New York, (deceased.)

In No 7, Vol. I., L. H. Southard, of Virginia.

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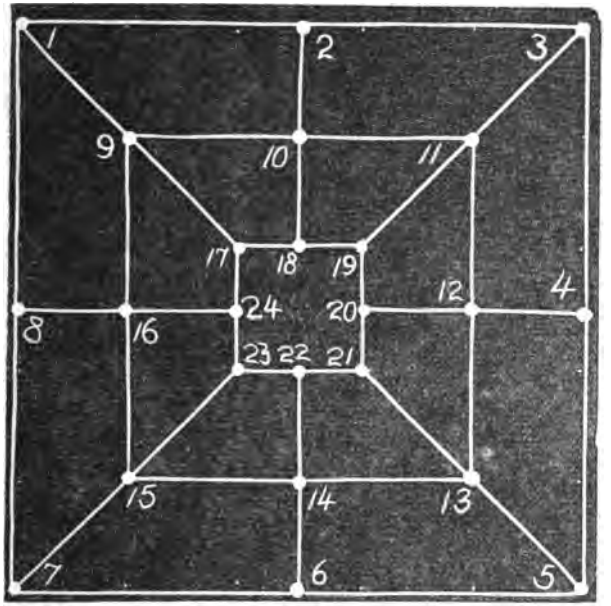
In No. 9, Vol. I., E. Brenzinger, of Brooklyn.

In No. 10, Vol. I., T. Lichtenheim, of N. Y.

BLOCK.

By H. E. Heather.



To play this game is simple if attention be given to the following instructions—illustrated by examples of each position in turn. To *play* it with skill naturally evolves an amount of study and perseverance to overcome its intricacies, which it is hoped will be amply compensated by the recreation afforded.

REQUIREMENTS.

A board as diagram—size immaterial—six-

teen ordinary pegs, and two King pegs. Each of the two players take eight pegs and one King—separate colours of course—six of which with King are required for play, the remaining two being left as a reserve force. The first to *place* a peg is decided by lot—after which each *places* in turn until all the pegs are in—then *moving* commences, which is only from hole to hole and as the *lines run.*

POINTS OF THE GAME.

TO BLOCK—TO FORCE—TO MAKE A LINE.

(1.) *To Block* is to get a peg on each side of one of your adversary's; this, if an ordinary peg, is its capture, and it is immediately removed off the board.

Examples.—Black having a peg in 14, and White a peg in 15 and playing another into 13; Black having a peg in 9, and White a peg in 10 and playing another into 16; Black having a peg in 11, and White a peg in 3 and playing another into 19; Black having a peg in 12 and White a peg in 20 and playing another into 4.

But to *Block* the King peg—which is game—the other holes surrounding him must be occupied—though it is of no consequence by whose pegs. If a hole on either side be vacant for him to move into, if he so wished, he is not *Blocked* and may disdainfully smile upon your efforts and remain in his position. If *Blocked* his *only means* of escape is by immediately playing a peg and *capturing one* of the *two Blocking pegs.*

Examples.—The Black King being in 7—the hole 15 occupied by a peg of either party—is *Blocked* by White having a peg in 8 and

playing another from 14 or 5 into 6, but, Black having a peg in 4 or 13 could immediately play into 5, which would capture *one* of the *Blocking pegs* (6) and liberate the King. Or Black King in 9, with pegs in 1, 18, 23, and White with pegs in 8, 10, 17; now the Black King is *Blocked* by White playing 8 to 16, and is *only* saved by Black playing 23 to 15 and so capturing 16, or 1 to 2 capturing 10; 23 to 24 capturing 17 would not do, as that is not one of the *Blocking* pegs, nor would moving 1 to 8 to liberate the King be allowed as it does *not* capture one of the *Blocking* pegs.

(2.) *To Force*—is to get *two* pegs together on a line with one of your adversary's. If you do so you *Force* that peg to move into the first vacant hole upon that square, whether to the right or left—and in the event of there not being one on that square to the next square having the nearest.

Examples.—Black having a peg in 9 and White a peg in 16, would be forced into 10 by White playing another peg into 15; or Black having a peg in 18 and White a peg in 10 would be *Forced* by White playing another peg into 2. In this case Black would have two holes at equal distance—17 and 19, and could therefore move into either unless White gave the preference. Every time the King peg is *Forced*, a peg is gained from the Reserve and placed in the hole he vacates.

(3.) *To make a Line* is to get *three* of your pegs in a straight line any way but diagonally—in which case the *third* peg moved to complete the line can be immediately taken to *any* vacant hole on the board—the whole only counting as one move.

Examples—1. 8, 7; 8. 16, 24; 2. 10, 18; in short any way but corner to corner as 1. 9, 17.

RULES OF THE GAME.

1. Each player places one peg in turn, and when all are placed, moves in the same manner, but only as the lines run, and one hole at a time.

2. A Force made during the *placing* of the pegs does not interfere with that player's turn; that is to say, if White in *placing* the pegs occupies hole 1, and Black hole 3, Black would be *forced* by White taking hole 2 and would have to move, but would immediately afterwards place his peg as was his turn.

3. The placing of a peg gained from the Reserve into the hole vacated by King peg does not count as a move, consequently any advantage so gained is *nil*.

Example.—Black King peg in 1; White with pegs in 10, 3, 6, and 8; now White by placing 6 to 7 *forces* the King peg to 2, the Reserve peg is then placed in 1, but the King peg is *not* Blocked; it is White's move, however, which would be 1 to 9, leaving to the King hole 1 to move into; White then wins by playing 3 or 10 into 2.

4. The playing a peg when forced counts the same as its move, and reaps any advantage gained by occupying the hole it is forced into.

5. A forced peg, having the preference of two holes to move into, can be compelled by the forcer to occupy either.

6. A *made Block or made Force* is of no advantage; that is to say, if Black occupied

holes 1 and 3, White could put a peg in hole 2 without being captured; or Black possessing holes 1 and 2, White could place a peg in 3 without being forced. The same applies to a peg when Forced into such a position.

7 Any advantage gained in a move, and not noticed before the next move is made, cannot be counted.

8. A person drawing a peg is compelled to move it, and on the event of its being placed in a hole, must there leave it.

9. A peg played to *Force or Block* cannot claim the advantage of a *Line* if it make one by so playing, for instance, Black in 1, 6, 8, and 23, a White peg being in 15; Black by playing 6 to 7 can either take it as a Line or Block 15, but not both. Neither can two pegs be *Forced or Blocked* in the one move. The player has the preference in each case. A peg can, however, *Block and Force* in the one move.

Examples.—White occupying holes 9 and 8, and Black holes 15 and 24, Black by getting a peg into 16 *forces* both 8 and 9; he therefore compels his adversary to move whichever is most to the forcer's advantage. Or White in 10, 19, 13, with Black in 9 and 12, *Blocks* peg 12, and *Forces* peg 9, by moving from 19 to 11.

10 A player, whose turn it is to move, having his pegs so surrounded that he cannot—draws the game.

11 A player having the whole of his pegs (9) on the board can gain no more by Forcing the King.

12. A game being reduced to only one peg and the two Kings on the board can be drawn, if not won in twenty moves.

A FEW HINTS.

Do not hurry in the *placing* of the pegs, as in that generally lies the game.

Unless the hole is of vital importance do not in the *placing* seek to *Force* a peg, as your opponent, after moving it has to place another peg which is apt to upset your calculation, and not unfrequently result in the loss of a peg

Useless exchange of pegs in the *Placing*—not unfrequently simply for the possession of a particular hole—as a rule leads to a poor game and ultimately a drawn one.

Placing the King peg first, gives your opponent a better idea of where to direct his force; reserving him for the last sometimes compels him to occupy a critical position; the better rule is to *place* him the first favourable opportunity.

The King is advantageously used as a *Blocking* peg—from his being able to occupy a hole to *Block* without being captured in return—for this reason it is well to have him in position to make a *Line* at any move.

Learn to play your pegs to *Force* well, as *Forcing* is the key to success.

To ensure the King peg against a *Force*, which a weakened adversary is certain to attempt by way of recruiting himself from the Reserve, play him into holes 10, 12, 14, or 16, where it is impossible.

Numbering the holes—as diagram—will be found serviceable, as it will impress the different positions more effectively upon the memory. In correspondence games it is necessary, also, for taking notes.

Be careful to calculate the extent of a *Force*, as the peg you so compel to move may have as its destiny a hole greatly to your detriment; perhaps Block a peg or make a Line or Force or (as I have seen) *Block* your King. On the other hand, a hole may be prepared for the reception of the peg you drive from home, so that immediately it has taken up the new abode you can make friends and effectually take care of it by playing a peg into a hole on the other side.

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GAMES.

Abbreviations.—K. P. (King peg), P. (peg), B. (Block), F. (Force), L. (Line), B. K. P. (Block King peg).

WHITE.	BLACK.
1 places peg in 17.	1 places peg in 10
2 " " " 12	2 " " " 11
3 " " " 13 F 11	3 (11 to 9)
4 (17 to 24)	" " " 1 F 17
" " " 3	4 " " " 2 F 3
5 (3 to 4)	5 " " " 16
" " " 3	6 (K P) 7
6 (K P) 8 B 16	7 " " " 16 B K P
7 " " " 14	(Game.)

WHITE.	BLACK.
1 places peg in 13	1 places peg in 9
2 " (KP) " 22	2 " (KP) " 12
3 " " " 14	3 " " " 3
4 " " " 5	4 " " " 18
5 " " " 4 F 3	5 (3 to 2)
6 " " " 20	" " " 3
7 " " " 23 F 21	6 " " " 21

8	moves	13 to 15	7	(21 to 19)	
9	"	14 " 13 F 21		" " "	11 F 13
10	"	4 " 6	8	m 11 to 10 L	
11	"	5 " 13 B 14		10 " 21 B 20	
12	"	15 " 16	9	" 21 " 20 F 4	
13	"	16 " 8	10	" 3 " 4 L	
14	"	8 " 16		" 4 " 14 B 13	
15	"	6 " 7	11	" 9 " 10 L	
16	"	23 " 20 B 21		" 10 " 14 B 13	
17	"	22 " 21	12	" 20 " 21	
(and White resigns.)			13	" 18 " 10	
			14	" 12 " 20 L	
				" 20 " 24	
			15	" 19 " 18 L	
				" 18 " 17 F 23	
			16	" 17 " 18 L	
				" 18 " 6 F 22(KP)*	
			17	" 24 " 23 F 21(KP)*	

* Gains a peg from the reserve.

Solutions to Regular Problems.

651	1 R K 8	B Q B 7	1 Q K S 3
		B × S	Q Q 3
		B S 3	Q K S 3
652	1 Q K B 3	P × Q	2 B Q S 4
653	1 Q K S 8	or	1 Q K B 8 etc.
654	1 S R 2	K × Q S	
	2 B Q 7	K K 5	
	3 S S 4	K Q 4	4 S±
655	1 Q K 3	or	1 R K 3 etc.
656	1 R K S 5	Q K 5	
	2 R K 5	Q × R	
	3 Q × R P+	any	4±
		Q Q R 3	

	2 Q Q 5+	K K 7	
	3 Q Q +	K K 6	4 R m
657	1 R QR 8	B × R	
	2 S QB 8	K × R	
	3 Q K 3+	K—	4 S±
658	1 R K 5	S × B	
	2 P × P+	K × R	
	3 S QS 8	———	4 S m
659	1 R R 2	or	1 R QR 8 etc
660	1 Q S 6 (× P)	B × Q	
	2 B × S+	B B 2	
	3 B × B+	K B	4 B±
	———	R KB	
	2 R KB 2	P × R	
	3 B × B	any	4±
661	1 B × R	Q × B	
	2 Q × Q+	P B 3	
	3 Q × B	any	4±
	———	S × B	
	2 B × Q+	P × B	
	3 Q B	any	4±

662 Solvable in four moves:

1 S B 6 —— K B 4	2 Q K 5+ —— K S 3	3 S Q 7 —— K R 2	4 Q QS 8+ ———

663	1 R R 5	S × R	
	2 S KB 7	Q R × P	
	3 Q × P+	K × Q	
	4 K B 2	any	5 m
	———	S QB 4	
	2 R × S	K Q 5	
	3 Q K 6 or	K S 7 +	K × R
	4 Q K 5+	K × P	5 R±
664	1 B Q 7	Q × B	
	2 Q QR 5+	Q Q 4	
	3 S × Q+	any	4 S±

———— S×S
2 Q×S+ K Q 4
3 Q×P+ K B 4 4 Q m

665 1 B×P+ K K 2 2 S Q 6× or S K S 3 etc.

666 Solvable in two moves: by S×P+

667 1 Q Q B 7+ R×Q 2 B K B 7
———— K Q 4 S S 4+

668 1 R×S P B Q 7 2 P Q B 4+
———— S×B Q S 3

669 B K S 2

670 1 Q B K Q 4 2 Q K S 5+
———— K B 4 R×S+
———— P Q 3 P (Q)+
———— R K Q K S 5
———— B Q S 3 Q K

671 Q R file 1 Q Q 2+ K S 3 2 Q Q 8
Q S " Q K 5+ K×P Q B 7+
Q B " B S 3 —— B Q 5 or Q S
Q " Q×P K B 5 or K 5 Q Q S 6 or K B 6
K " Q K R 2+ K Q 4 Q Q B 2+
K B " R×S K S 6 R K R 8 or K S 8
K S " Q B 6+ or Q K 4+ etc.
K R " Q R+ Q S 2 S B 5+

672 1 B K 3
1 S Q 3+
1 Q×P+ R×Q 2 S B 5+ S×S±
1 S B 4+ B×S 2 R×P+ R×R±

673 1 R B 6+
1 Q K 5+
1 S B 5+ any 2 Q×B+ Q+Q±
1 Q B 5+ S×Q 2 S B 4+ S×S±

674 1 Q B 4+
1 S×R P+
1 Q Q 3+ B×Q 2 R×B+ K×R dis. m
1 S×Q P+ K×R 2 S B 4+ S×S m

675 1 Q Q S 4+

1 S B 4 +
1 S QB+ Q K 7 2 Q B 5+ B×Q m
1 Q S 3+ Q×Q 2 B K 4+ S×B m

676 1 R×S+
1 Q QS 7+
1 S B 8+ R×S 2 Q×B+ Q×Q m
1 Q K 4+ B×Q 2 B B 4+ Q×B m

677 1 Q×P+ also: 1 R×P+
1 S K 6 +
1 S S 7+ B×S 2 R S 5+ P×R m
1 S×R + K— 2 S S 6+ S×S m

678 1 R Q 5+ R×R 2 S QS 5
1 Q B 3+ also: 1 R B 6+ etc.

White to sni-mate.

1 S B 3+ — R×S
2 B B 4+ — Q×R or S×R
3 S K 6+ — mates

Black to sni-mate.

1 Q×S+ — R×Q
2 R KB 6+ — Q×R
3 R×S+ — B×R m

679 1 Q K 3+ Q×Q+
2 P×Q+ K×P
3 B QB 5+ B×B mates
1 S QB+ K Q 7
2 Q QB 3+ K×Q
3 S K 4+ Q×S mates

680 In two moves by R QR 5. From the position we see Black's last move was with K or R, therefore he cannot castle.

681 R Q 6 or P KR 5 or Q R×KBP
682 R Q R 683 R QB 4
684 K R, but if B moves no ±
685 B Q 3
686 1 B QR 8 P R 6 2 R S 7
687 1 S QB 5 or 1 R K 2 etc

688 1 B R 8 or 1 Q Q S 6 or 1 Q QS

689 1 B Q 7 P S 4 2 B QB 8
——— P Q 5 S KB 4

690 1 K QS 6 S×P+ 2 K×P

691 1 B QR 3 P S 7 2 Q KR 8

692 1 S KR 8 B+ 2 K×B or S B 7+

693 1 S×S P or 1 S KS 4+

694 1 B QB 2 2 B R 2 3 R B 5 4 mates

ALSO: 1 B KB 2+ K B 6 2 S K B 7 etc
——— K Q 7 2 B K+etc
——— K B 5 2 R Q 4+etc

695 Solvable in six moves :
1 R×K SP 4 S KB 2
2 S KB 6 5 R KS
3 S (B 6) S 4 6 R K 2 P mates

696 1 Q Q 8+ 9 B S
2 R S 2 10 B B 2
3 R KB 2 11 B Q
4 B S 6 12 B K 2
5 B K 8 13 Q K 8
6 B S 5 14 B Q 6+
7 B B 4 15 Q B 6+
8 B R 2 16 B B 7 B×Q m

697 1 R K 7 or 1 B+

698 1 P KB 3 P K 7 2 B Q 5

699 1 R×P+ K×R 2 Q R+

700 1 R K 6 P×R 2 Q Q 6+
——— B QS Q×B
——— S×S R B 4+

The Prizes for Solutions will be awarded in the next number.

Regular Games.

Match Between Messrs. Mason and Martinez.

According to announcement the match between the above named gentlemen was commenced on the 15th inst., at Philadelphia. The stakes were $50 a side, and fifteen moves to be made on each side during every hour of play. The match was brought to a close on Thursday, the 20th inst. Mr. Mason won four games and Mr. Martinez three. Two games were drawn. The following is the first game of the match:

GAME No. 300. (Ruy Lopez.)

WHITE. Mr. Martinez.	BLACK Mr. Mason.	WHITE. Mr. Martinez.	BLACK. Mr. Mason
1 P K 4	P K 4	19 Q Q (*c*)	Q Q 2
2 S K B 3	S Q B 3	20 S K 2	Q R K
3 B S 5	S B 3	21 S S 3	B S 5
4 P Q 4	P × P	22 Q Q 3	B R 5
5 P K 5	S K 5	23 B Q 2	B × S
6 Castles	B K 2	24 Q × B	B B 4
7 S × P	S × S	25 B S 4 (*d*)	R B 3
8 Q × S	S B 4	26 Q B 2	P Q S 3
9 S B 3	S K 3	27 B B 3	R S 3
10 Q K S 4	Castles	28 K R K	B K 5 (*e*)
11 P B 4	P K B 4	29 P K S 3	Q B 4
12 P × P en pas	B × P	30 R K 2	P K R 4
13 B B 4	P B 3	31 Q K 3	P R 5
14 B *Q* 3 (*a*)	P Q 4	32 B K	P × P
15 Q R 3	P K R 3	33 B × P	Q R 4
16 Q R 5	S B 4	34 Q R K	Q R K 3
17 Q S 6	S × B (*b*)	35 Q B 2 (*f*)	R × B +
18 Q × S	B B 4	36 Q × R	R S 3

NOTES.

(*a*) Perhaps B tks Kt is better. White should have played the B to Q 3 at his preceding move.

(*b*) Black has now somewhat the best of the game.
(*c*) Taking the Bishop would involve the loss of the Queen, as one may see at a glance.
(*d*) A lost move, or worse.
(*e*) Black has now a winning game.
(*f*) A blunder, but the game was past hope.

GAME NO. 301. (Evans Gambit.) Contested lately in Macon. Georgia.

S. Boykin,	H. C.	S. Boykin,	H. C.
1 P K 4	P K 4	11 P K 5	P×P
2 S K B 3	S Q B 3	12 B×P	Q S S 3
3 B B 4	B B 4	13 B×S	Q×B
4 P Q S 4	B×Q S P	14 R K+	S K 2
5 P Q B 3	B B 4	15 Q S Q 2	0—0
6 P Q 4	P×P	16 Q S K 4	Q B 5
7 0—0	P Q 3	17 Q S S 5	Q×B
8 P×P	B Q S 3	18 R×S	B K S 5
9 B Q S 2	Q S K 2 ?	19 Q Q S	P K B 4
10 P Q 5	K S B 3	20 K S K 5	Q K B 5 Although this seems a good move. White wins the Queen and soon the game.

For the foregoing game and notes we are indebted to the *N. Y. Spirit of the Times* of January 31st.

GAME NO. 302. (Evans Gambit.) Contested lately by correspondence, Mr. W. H. Hotchkin, of Watertown, N. Y., playing the white men, and Mrs. J. W. Gilbert, of Hartford, Conn., the black ones.

WHITE. W. H. H.	BLACK. J. W. G.	WHITE. W. H. H.	BLACK J. W. G.
1 P K 4	P K 4	5 P Q B 3	B 4
2 S K B 3	Q S B 3	6 Castles	P Q 3
3 K B B 4	K B B 4	7 P Q 4	P×P
4 P Q S 4	B×P	8 P×P	B Q S 3

9	P Q 5	S R 4	17	R K S	S K 4
10	B S 2	K S K 2	18	S K S 3	R Q B
11	B Q 3	Castles	19	B × S	Q P × B
12	Q S B 3	S S 3	20	S K B 5	P B 5
13	Q S K 2	P Q B 4	21	B Q S	B × S
14	Q Q 2	P K B 3	22	P × B	P B 6
15	K R	B Q 2		Resigns.	
16	Q R Q B	P Q R 3			

GAME NO. 303. (Musio Gambit.)

	Mr. S.	A. W. Jerome.		Mr. S.	A. W. Jerome.
1	P K 4	P K 4	21	R × S	R K 2
2	P K B 4	P × P	22	Q R K B	S R 3
3	S K B 3	P K S 4	23	Q R 4	R Q 2
4	B B 4	P S 5	24	R S 3	S B 4
5	0—0	P × S	25	R × Q	S × Q
6	Q × P	B R 3	26	K R B 6	R K S
7	P Q 4	P Q 3	27	P S 3	R S 2
8	P B 3	Q B 3	28	K B 2	S S 3
9	B Q 2	P B 3	29	R Q .	P B 4
10	P Q 5	S Q 2	30	B R 4	B B 3
11	P K 5	S × P	31	B B 2	S K 4
12	R K	K Q 2	32	P K R 3	P Q 4
13	P × P +	P × P	33	P S 3	R Q 3
14	Q K 2	B Q S 2	34	R B 4	R R 3
15	B S 3	R K	35	B B 5	R B 3
16	Q R 5	P B 6	36	R K	K Q 3
17	R K B	B × B	37	P K S 4	R × B
18	S × B	Q S 3	38	R × R	S Q 6 +
19	Q R 3 +	K B 2	39	K K 2	S × R and
20	S × P	S × S			wins.

GAME NO. 304. (King's Gambit.)

Contested lately by postal card, between Capt. P. O'Farrell, of Hartford, Conn., and W. H. Hotchkin, of Watertown, N. Y.

WHITE. O'Farrell.	BLACK. Hotchkin.	WHITE. O'Farrell.	BLACK. Hotchkin.
1 P K 4	P K 4	10 P KS 3	P S 5
2 P KB 4	P × P	11 S R 2 (*a*)	P × P
3 S KB 3	P KS 4	12 Q × P	B B 3
4 B B 4	B S 2	13 Q B 4	P S 6
5 P Q 4	P Q 3	14 KS B 3	S S 5
6 P KR 4	P KR 3	15 S B 3	P S 7
7 P × P	P × P	16 B Q 2	B R 5+
8 R × R	B × R	17 K K 2	Resigns.
9 Q Q 3	S KR 3		

(*a*) The Handbuch gives Lc1—f 4 and Black has the better game.

GAME NO. 305. (Petroff's Defence.)

L——.	S. C. Dickinson.	L——.	S. C. Dickinson.
1 P K 4	P K 4	17 P QR 4	P QR 3
2 KS B 3	KS B 3	18 S R 3	Castles
3 S × P	P Q 3	19 P QR 5	Q B 3
4 K S B 3	S × P	20 R B	KS K 5
5 Q K 2 (*a*)	Q K 2	21 P QB 4	S × B
6 P Q 3	KS B 3	22 R P × S	B S 5
7 B KS 5 (*b*)	B K 3	23 Q Q 3	K R+
8 QS B 3	QS Q 2	24 B K 2	R K 5
9 P Q 4	P Q 4	25 Castles	Q R K
10 S K 5 (*c*)	P KR 3	26 KR K	B × S
11 B B 4	P KS 4	27 P × B	R × Q P
12 B S 3	B S 2	28 Q KB 5	R K 4
13 S QS 5	Q checks (*d*)	29 Q S sq	Q K 3
14 P B 3	Q R 4	30 Q S 2	R B 4
15 P QS 4	Q S 3	31 B Q 3	R × B
16 S KB 3	R Q B	32 R × Q	B × Q wins

(a) Jaenisch characterizes this as a sluggish attack. The best move here is P Q 4.
(b) Q tk Q ch. B tk Q and the game is even.
(c) Too thin.
(d) The only defence now.

From the Chess Players' Chronicle.

GAME NO. 306. (Fianchetto.)

WHITE. Mr. Skipworth.	BLACK. Mr. Ranken.
1 P QS 3	1 P K 4
2 B Q S 2	2 S QB 3
3 P K 3	3 P Q 4
4 S KB 3	4 P KB 3
5 P Q 4	5 P × P
6 S × P	6 S × S
7 P × S	7 B KB 4
8 B K 2	8 B Q 3
9 Castles.	9 S K 2
10 P QB 4 (*a*)	10 P QB 3
11 S QB 3	11 Castles.
12 P × P	12 P × P
13 R K sq. (*b*)	13 B KS 3 (*c*)
14 B Q 3	14 P KB 4
15 Q Q 2	15 R KB 3
16 QR QB sq.	16 B KB 2
17 S QS 5	17 P KB 5 (*d*)
18 S × B	18 Q × S
19 P KB 3	19 B K S 3
20 R K 5	20 QR KB sq.
21 B QB 3 (*e*)	21 S QB 3 (*f*)
22 R × P	22 Q QS sq.
23 B × B	23 R × B
24 R K sq.	24 Q QB sq.
25 R KR 5	25 R Q 3
26 Q Q 3	26 P KR 3
27 Q QB 4+	27 K R 2
28 P Q 5	

And Black resigns (*g*)

NOTES.

(a) The advance of this Pawn is essential, and should have been made at an earlier stage of the game.

(b) The object of this move is to prevent Black from defend-

ing the Queen's Pawn should it be attacked by White's Bishop. It also threatens

14 S tk P	14 S tk S
15 B QB 4	15 B B 2
16 Q KB 3	

regaining the piece.

(c) The best move.

(d) Black should rather have retreated the menaced Bishop to Q S square, dislodging the hostile S presently, and commencing an attack by either playing Q Q 3 or B Q R 2.

(e) A difficult move to answer.

(f) There was nothing better, for had Black played the K R B 2, White would have replied with B S 4, followed by B tk S and R tk Q P. &c.

(g) Because if	28 S S square
29 R K 7	29 R Q 2
30 Q K 4 ch	30 K S square (best)
31 Q K 6 ch	31 K R 2
32 R tk R P mate.	

WESTMINSTER PAPERS.

The January No. of this sterling Chess Magazine is filled with interesting matter as usual. Besides news, criticisms, problems, solutions, etc, it contains five more games of the Wisker-Bird match, with copious notes by J. H. Zukertort and John Wisker. Game 307 and its notes are taken from it.

GAME 307.

Played at the Divan, 18th December, 1873.

Ruy Lopez Opening.

WHITE. Mr. Wisker.	BLACK. Mr. Bird.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 B QS 5	3 S Q 5 (*a*)
4 S × S	4 P × S
5 Castles (*b*)	5 B B 4
6 P Q 3	6 S KB 3 (*c*)
7 P K 5	7 S Q 4
8 B QB 4	8 S QS 3
9 B S 3	9 P Q 4 (*d*)
10 P KB 4	10 P KS 3
11 Q K sq (*e*)	11 B K 2
12 S Q 2	12 P QR 4
13 P QR 3	13 P QB 4
14 S KB 3	14 P QB 5 (*f*)
15 B R 2	15 B B 4
16 P KR 3 (*g*)	16 Castles
17 K R sq	17 P B 3 (*h*)
18 B Q 2	18 S QR 5 (*i*)
19 P × QBP	19 P × K P
20 P × KP	20 B KB 4
21 P × QP	21 QB × QBP
22 P Q 6 dis+ (*k*)	22 K S 2
23 B KS 5	23 Q K sq
24 Q KR 4	24 P KR 4
25 B B 6+	25 K R 2
26 S S 5+	26 K R 3
27 Q KB 4	27 Resigns

(a) As I have previously said, this is generally deemed an inferior defence to the Ruy Lopez. It was adopted at Vienna in several games, but the attack was in no instance properly played.

(b) Slightly better than 5 P Q 3 at once.

(c) Mr. Bird often plays 6 Q R 5 at this juncture, The game in this case may proceed:—

	6 Q R 5
7 S Q 2	7 S K B 3
8 P K 5	8 S S 5
9 S KB 3	9 Q R 4
10 B KB 4	

and White has the advantage, for Black cannot advantageously play his Queen's Pawn.

(d) The result of this play is to shut out the White K B, but Black's own K B is excluded, and his Knight is completely out of play.

(e) Preventing Black from posting his Queen at R 5, and also from immediately Castling, for if—

	11 Castles
12 P KB 5	12 B tk P
13 R tk B	13 P tk R
14 B KR 6 and wins.	

(f) This play on the Queen's side does not seem to improve the second player's game. He loses as much time as he gains, and his Pawns are difficult to preserve.

(g) This restricts the action of the Black Q B. The object of White's next move is to enable him to play B Q 2 without Black being able to retort with P QB 6.

(h) An advance, which weakens Black's game still further.

(i) A fatal error. White now wins Black's best Pawns, and at the same time brings all his own forces into the field.

(k) White now wins easily.

From the Chess Department of the "Newcastle (England) Weekly Chronicle," edited by J. Charleton.

GAME NO. 308. (Ruy Lopez.) There are no finer games extant than the Neumann-Anderssen games played during their joint redaction of the "Nieue Berliner Schachzeitung"—the theoretical invention, and elegant ingenuity of the younger athlete opposed to the depth, practical brilliancy, and wonderful resources of the veteran, produce an endless variety of interesting positions of which the following stoutly contested partie is a good example:

WHITE.	BLACK.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 B QS 5	3 S K 2

This defence generally leads to a lively and entertaining game, but is now considered inferior to

4 B Q R 4	3 P Q R 3 4 S KB 3
4 P Q 4	4 P × P
5 Castles	5 P Q 4

An ill-advised attempt at extrication, which merely serves to develop White's game.

6 R K sq	6 B KS 5
7 B × S	7 P × B
8 Q × P	8 B × S
9 P × B	9 Q Q 3
IF	Q P × P

White can exchange Q's with the better pawn position or retake P with Q having a strong attack.

10 P × P	10 P × P
11 S QB 3	11 P QB 3
12 B B 4	12 Q S 3+
13 K R sq	13 Q KB 3
14 Q QR 4	

Commencing a deep and beautiful combination.

	14 R Q sq
15 QR Q sq	15 P KS 4

If Black play the obvious move 15 P Q 5 the following pretty variation follows:

16 S K 4	16 Q tk B
17 Q tk BP ch	

A beautiful conception, if the Q be captured the S gives double check and mate at K B 6. The whole of this was evidently foreseen by White when he played Q QR 4.

	17 R Q 2
18 S QB 5	18 Q QB 7
19 Q tk R ch	19 Q tk Q
20 S tk Q	20 K tk S
21 R tk R ch	21 K QB 2
22 KR Q sq	

and White must win another pawn with a winning game.

16 B K 5

B QB 7 at once looks still more effective.

	16 Q × P ch
17 K S sq	17 R KS sq
18 R K 3	18 Q KB 4
19 B QB 7	19 R Q 2
20 Q × QBP	20 Q S 5 ch
21 K R sq	21 Q KB 6 ch

Black makes a gallant effort to retrieve his position, and the end game from this point is played with marked skill on both sides, and is full of interest to the closing moves.

22 R × Q	22 S × Q
23 S × QP	23 K K 2
24 KR Q 3	24 K B sq
25 S × B	25 R × R
26 R × R	26 K × S
27 P QS 4	27 R QB sq
28 B Q 6+	28 K K 3
29 B QB 5	29 S K 4
30 R Q 6+	30 K KB 4
31 R QR 6	31 K K 5
32 R × QRP	32 P R 4
33 K S 2	33 P KB 4
34 R K 7	

This and the following moves are finely played. Black's strong Pawns looked very like procuring him a draw, but by this manœuvre White forces the exchange of pieces, brings back his R to support his Pawns, and secures an easy winning position.

	34 R Q sq
35 P KB 3+	35 K B 4
36 B K 3+	36 K × B
37 R × S+	37 K B 5
38 R K 2	38 P KS 5
39 P × P	39 RP × P
40 P QR 4	40 R Q 5
41 P QB 3	41 R QB 5
42 R QS 2	

Well played again.

	42 K K 6

Black makes a last ingenious effort to draw the game by securing a perpetual check, but White avoids the springe.

43 P QR 5	43 P KB 5
44 P QR 6	44 R × QBP
45 P Q 5	

The coup juste. If he play the natural looking move P QR 7, Black draws as follows:

45 P QR 7	45 R QR 6
46 R QS 3	46 R tk R
47 P Queens	47 R QS 8 ch

Black resigns.

GAME NO. 309. (Evans Gambit.) Played Dec. 22d, 1873, at the Huddersfield Chess Club; Mr. John Watkinson, chess editor of the Huddersfield College Magazine, giving Mr. A. Finlinson the Queen's Rook.

J. W.	A. F.	J. W.	A. F.
1 P K 4	P K 4	15 P K 5	P × P
2 S KB 3	S QB 3	16 P × P	Q K 3
3 B QB 4	B QB 4	17 B QR 3+	KS K 2
4 P QS 4	B × QSP	18 S Q 4	S × S
5 P QB 3	B QB 4	19 Q × S	P × B
6 0—0	P Q 3	20 P KB 4	Q Q 2
7 P Q 4	P × P	21 Q QR	Q K 3
8 P × P	B QS 3	22 P KB 5	Q QS 3+
9 R K	P KR 3	23 K R	B × P
10 S QB 3	B QR 4	24 P K 6	R KR 2
11 Q QS 3	B × S	25 Q KB 6+	K K
12 B × BP+	K B	26 B × S	R × B
13 B KR 5	Q KB 3	27 Q KR 8±	
14 Q × B	P KS 3		

The following fine game was contested last year between W. H. Hotchkin, the chess edi-

tor of the Watertown (N. Y.) Re-Union, and G. F. Bixby, of Plattsburgh, N. Y.

GAME NO. 310. (English Opening.)

Editor.	Bixby	Editor.	Bixby.
1 P QB 4	P K 4	17 S S 3	P KB 4
2 QS B 3	K B B 4	18 Q B S 5	P KR 3
3 P K 3	QS B 3	19 B × S	Q × B
4 KS B 3	KS B 3	20 Q B 6	B K 3
5 KS × P	S × S	21 KR K	QR K
6 P Q 4	B × P (?)	22 B × BP	S B 5
7 P × B	S B 3	23 B × B	S Q 6
8 QB K 3	Castles	24 P Q 5	S × KR
9 KB K 2	P Q 4	25 R × S	Q B 3
10 Castles	P × P	26 R K 2	R K 2
11 B × P	KS S 5	27 Q QB 3	Q S 3
12 P KR 3	S B 3	28 Q QS 4 (*a*)	K R K
13 B Q 3	K R	29 S B 5	R Q 2
14 S K 2	P QS 3	30 B × R	R × R
15 QR B	S K 2	31 Q B 8+	K R 2
16 Q B 2	KS Q 4	32 S S 3	Resigns.

(a) To provoke P QB 4, when White would play Q KR 4 and have a passed pawn.

CHESS IN PHILADELPHIA.

The *Danbury News* contains a very interesting and able chess column. edited by B. M. Neill, (P. O. box 1774), Philadelphia, Pa.; to it we are indebted for this game, 311, and notes:

WHITE. Mr. Elson.	BLACK. Mr. Whiteman.
1 P K 4	1 P K 4
2 KS B 3	2 QS B 3
3 B B 4	3 B B 4
4 P QS 4	4 B × P
5 P QB 3	5 B B 4

6 Castles.	6 P Q 3
7 P Q 4	7 P × P
8 P × P	8 B S 3
9 B S 2	

P Q 5 is generally thought to be the best attack at this point.

	9 S KB 3

The best reply.

10 Q B 2	10 Castles.
11 P K 5	11 P × P
12 P × P	12 S Q 4
13 B Q 3	

This is premature. R Q sq would cramp Black very much.

	13 P KR 3
14 P QR 3	14 B S 5
15 QS Q 2	15 S KB 5

Black has now the best game.

16 B K 4	16 S K 7+
17 K R sq	17 QS Q 5
18 S × S	18 S × S
19 Q B 3	19 P QB 3
20 P KB 4	20 QB B 4

To prevent P B5

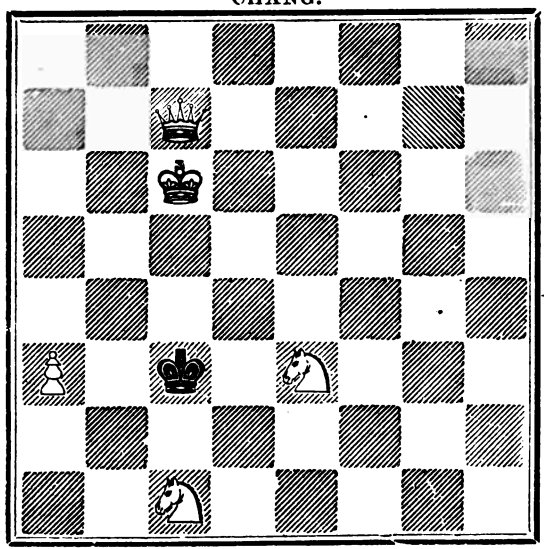
21 QR K sq	21 Q KR 5
22 S KB 3	22 S × S
23 Q × S	23 B KS 5
24 Q QS 3	24 B K 3

This is a bad move, as it allows the advance of White's B's P.

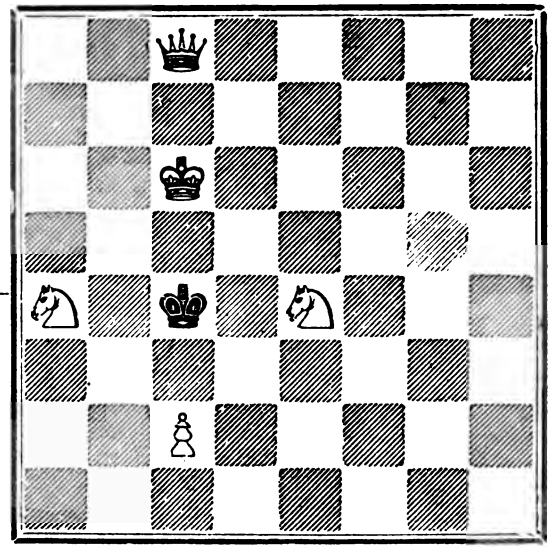
25 Q B 2	25 QR Q sq
26 P B 5	26 B Q 4
27 P B 6	27 P × P
28 P × P	28 B B 2
29 P KS 3	29 B × B+
30 R × B	30 R Q 7
31 R × Q	31 R × Q
32 B B sq	32 R K sq
33 B × P and wins.	

No's. 842 and 843, (The Siamese Twins), By T. P. Bull.

CHANG.



ENG.



WHITE. (White to play and give mate in three moves.) WHITE.

THE WATERTOWN RE-UNION.

Says W. H. Hotchkin, the chess editor of the above:

"OUR CHESS COLUMN.

To the end that the interest in chess may be augmented, and that a knowledge of the principles which raise the game to the level of a science may be extended, we shall in this column be glad to answer any and every inquiry, however elementary, upon subjects connected therewith. All communications addressed to the chess Editor, Drawer, 337, P. O. Watertown, N. Y., shall receive due attention." We take the following excellent selection from his issue of the 12th ult.

GAME NO. 312. (Ruy Lopez.)

Played by correspondence in 1873, by Emil Schallop, of Berlin, and five players of Eupen in consultation. Taken with notes from the *Oest Schachzeitung.*

Schallop.	Allies.
1 P K 4	P K 4
2 S K B 3	S Q B 3
3 B S 5	P Q R 3
4 B R 4	S K B 3
5 Castles.	S × P
6 P Q 4	B K 2

The correct move here is P Q S 4 and after B S 3 then P Q 4. The move chosen is the occasion of the difficulties which follow.

7 R K	S Q 3
8 P × P	S K B 4
9 S Q B 3	P K R 3
10 S Q 5	Castles.
11 Q B B 4	B B 4
12 P Q B 3	Q S K 2

12 P Q 3 would not be good because of 13 P Q S 4; P tks KP; 14 S tks KP; S tks S; 15 P tks B!

13 P KS 4	Q S × S
14 Q × S	S KR 5
15 S × S	Q × S
16 B KS 3	Q K 2

If Q tks S P White replies B Q winning a piece.

17 P QS 4	B S 3
18 B B 2	P QB 3
19 Q Q 3	P KS 3
20 B S 3	K S 2
21 R K 4	P QR 4
22 QR K	RP × P
23 B P × P	P QB 4
24 P S 5	B Q
25 P KB 4	P QS 3
26 P B 5	K R 2
27 P B 6	Q K
28 B Q 5	.....

The beginning of the decisive manœuvre.

28.....	R R 2
29 B KB 4	R KR

Indispensable. If Black make any other move B tks RP decides even sooner.

30 B × KRP	K S
31 P K 6	P × P
32 R × P	B × R
33 R × B	B × BP

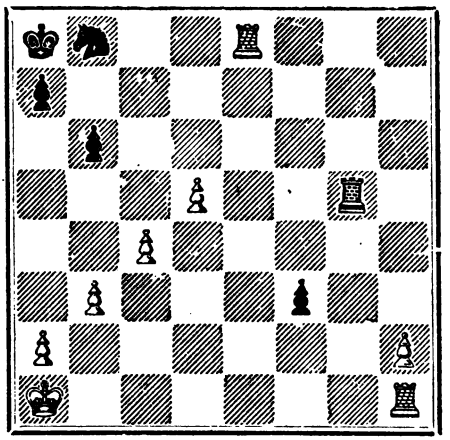
White wins in any case.

34 R × Q ch	K R 2
35 B B 8	R × B
36 R × R	And the Allies resign.

END GAME PLAY.

We are indebted for the following morceau to a friend in Manchester, Iowa. It is an

every day illustration of not looking before you leap, and shows the folly of hasty moves and useless checks. The position was as follows:



WHITE.. (Dickinson.) BLACK. (Congar.)

The game now proceeded thus

P Q 6	P B 7
P Q 7	R KS 8+
K S 2 (*a*)	P (Q) (*b*)
R × S+	K × R
P (Q)+	K S 2
Q Q 7+	K R 3
R × R	Q B 7+
K R 3	Q × R
Q QB 6 (*c*)	Q QB 8+(*d*)
K R 4	Resigns.

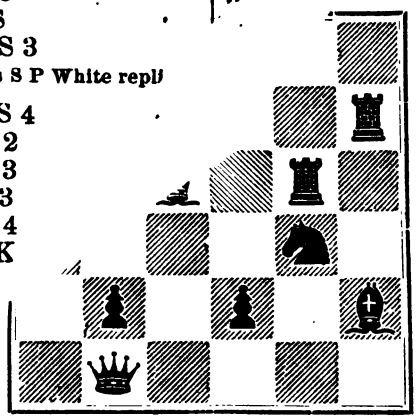
(a) R tk R loses for White.
(b) R tk R loses for Black.
(c) Defending KRP is better chess.
(d) By this stupid check, Black loses his Q or the game immediatley.

13 P KS 4
14 Q × S
15 S × S
16 B KS 3
If Q tks S P White repl

17 P QS 4
18 B B 2
19 Q Q 3
20 B S 3
21 R K 4
22 QR K
23 B P
24 P
25 P
26

Q
S

f. Wheeler.



WHITE.

Black to play and form the letter "W" in seven moves, by strict chess, no turning of the board allowed.

Our Portfolio.

*** The elements of Chess may be easily learned from the Regular Chess Books, or a very good opportunity is afforded beginners by following out the explanations of this game now being given in the *Maryland Chess Review*, the second (February, 1874), number continues the excellent explanations commenced in the previous No.

403 The current volume of the JOURNAL will be out with No. 50; so that Vol. VII. will commence with No. 51. It is intended to keep up the back numbers of the JOURNAL by reprinting, and that oc

be used to improve them in quantity and
chanical execution.

problems published by us enter into
r solvers' prizes, and free copies of
are sent to all bona fide contest-
t possible will be made to avoid
anum est errare.

e have several copies here for sale or ex-
ge of all the numbers of the *Westminster Papers*,
rom Vol. I. No. 1, to the latest issue.

The Vienna Tourney Games were commenced to be published in the September number, (Vol. VI. No. 65). The present Vol. VI. of the CHESS JOURNAL began with No. 43, Sept., 1873, and Vol. VII. will commence with No. 51, when the Solution Prizes will be awarded.

See our List of books for sale or exchange, and the JOURNAL passim for answers to your other ques tions.

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The reasons of this plan's being adopted are to give an opportunity, at a small expense, for a person to peruse a large number of chess books, and to aid the cause.

Our list of books from which a choice is open, is constantly increasing, and every possible effort in our power will be made to extend it hereafter.

The annual meeting of the Boston Chess Club was held Wednesday, Jan. 21st. The following officers were elected for the ensuing year: President, G. Hammond; Vice-Presidents, P. Ware, Jr., and I. J. Weatherbee; Treasurer, J. W. Barton; Secretary, F. S. Gerard; Executive Committee, H. D. Austin, W. A. Garbett, Smith Wright, W. G. E. Pope, C. Chadbourn.—(*Danbury News.*)

The annual meeting of the Brooklyn Chess Club took place on the 4th inst., when the following gentlemen were elected as officers for the ensuing year: President, J. S. Turner; Vice-President, Mr. Davis; Secretary, Fred'k Perrin; Executive Committee, Dr. Barnett, M. Munoz, E. Delmar. Mr. J. G. Belden, of Hartford, was elected an honorary member.—(*The Golden Age.*)

The Iowa College Chess Club desire to contest a few games by correspondence; please address N. Willett, Secretary Iowa College Chess Club, Iowa College, Grinnell, Iowa.

341. Thanks; the more subscribers the larger and the better the JOURNAL shall be; if every subscriber should find *one* new one, you would get

double as much chess matter for the same money. Compare No. 1 of the JOURNAL with this issue. In all things human, *progress* or *decay* is inevitable.

259. You ask, "Why don't you print solutions the same as the *Leipzig Schachzeituug*, giving the solver's name to the Solution of each problem. It is the only proper way to give each solver credit. If you solve a tough 10-mover and I only a simple 2-mover, who knows the difference? What is your idea?" Ans. The fact that the *Leipzig* (*Deutsche*) *Schachzeitung* has a certain plan for giving solvers' names is much; if the cases were parallel, the JOURNAL would be happy to follow its lead, but we give many more Solutions (50 to 100) in each number than the magazine mentioned. The list in the last number of the JOURNAL treats of over 2000 Solutions that have been received, examined and credited; labor enough without the expense of publishing each separate name to every problem solved. If you are a regular solver and leave the easy problems and solve only the difficult ones, you act very unnaturally. Our idea is to pitch in and solve all you have time and ability to do, and thus augment the interest in problems, as much as possible, avoiding the disagreeable inference that somebody *could not solve* a certain problem, when perhaps time to examine it was the only trouble. Too close comparisons are odious, and personalities are to be avoided as much as possible. The best solver is he who solves the most problems!

The recently organized Chess club at Plainville

already numbers twelve players, and their two rooms are fitted up in style. A handsome Brussels carpet, black walnut chairs, easy chairs and a sofa adorn the rooms. On the doors and curtains are pictures of kings, queens and bishops. Dr Buell having resigned the presidency of the Club, E. A. Kunkel, formerly of the Hartford Club, has been appointed his successor.—*Bridgeport, (Conn.) Farmer.*

Our Solution List Now Stands:

1	F. H. Curtiss, of Illinois,.....302	Problems.
2	W. A. Shinkman, of Michigan,....299	"
3	C. H. Wheeler, of Illinois,.....296	"
4	T. A. Thompson, of Maryland,.....279	"
5	J. G. White of Ohio,.....253	"
6	J. K. Hanshew, of Maryland,.....239	"
7	J. M. Spear, of Ohio,.....149	"
8	C. F. Hanshew, of Dist. Columbia,..108	"
9	L. W. Davis, of California,.....101	"
10	V. M. Portilla, of Mexico,..... 90	"
11	C. Benbow, of England,..... 86	"
12	C. H. Blood, of Maine,..... 69	"
13	L. W. Mudge, of New York,..... 67	"
14	T. P. Bull, of Michigan,..... 30	"
15	R. Lacy, of Rhode Island,..... 30	"
16	S. Gold, of Austria, ... 29	"
17	W. Meredith, of Pennsylvania,... 28	"
18	T. D. S. Moore, of Canada,..... 27	"
19	F. W. Martindale, of New York,.. 15	"
20	C. S. Crotty, of New York,..... 14	"

THE

City of London Chess Magazine.

NO. 1: FEBRUARY, 1874. VOL I.

EDITED BY W. N. POTTER,

WITH THE CO-OPERATION OF

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J. WISKER, and
J. H. ZUKERTORT.

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[NOTE.—The above just received, and as expected, leads all Chess Magazines.—ED. JOURNAL.]

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—cont. la manière de jouer, etc. Par Hor. Raisson 18.

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—ou règles des jeux. 12. Paris 1814.—Le même. 2 Edit. Ib. 1818.

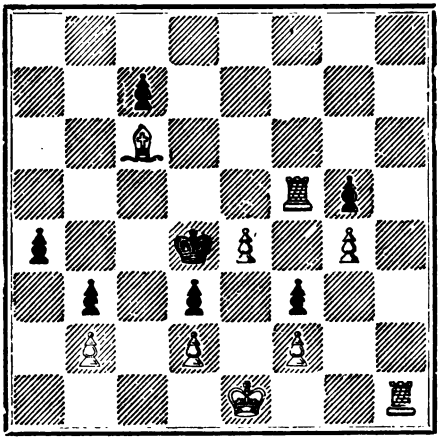
[THE LIST WILL BE CONTINUED IN OUR NEXT.]

N. B.—Parties having any of the above or other Chess Works to dispose of, are respectfully requested to communicate their lowest price, and what part of it, if any, they are willing to take in any of our publications, as per price list in this Journal.

Address

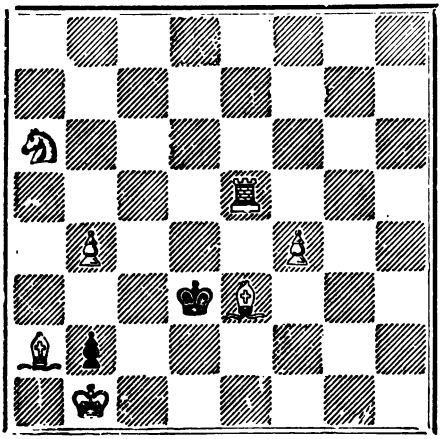
O. A. BROWNSON. Jr.,
P. O. Box 2157. DUBUQUE, IOWA, U. S. A.

Problem No. 834. By J. Ashmore.



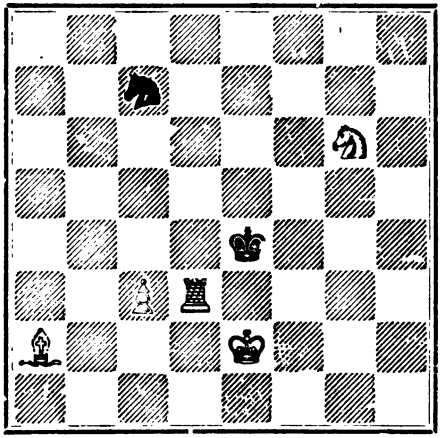
White mates in three moves.

Problem No. 835 By Charles Benbow.



White mates in four moves.

Problem No. 836. By Charles H. Blood.



White mates in two moves.

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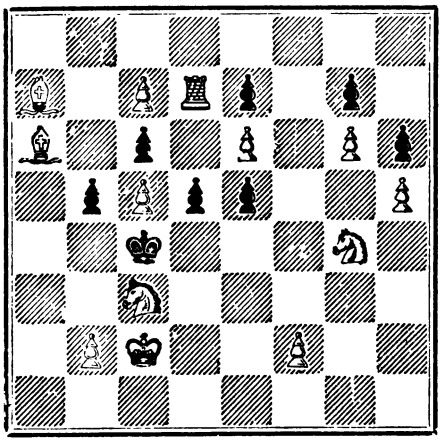
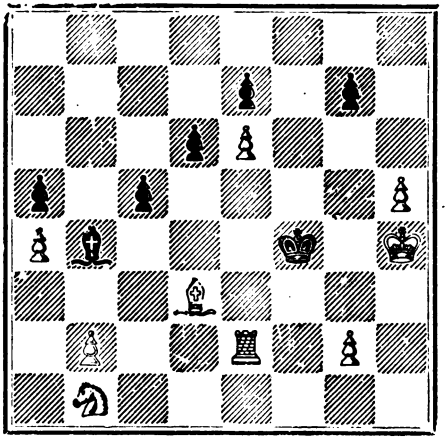
837. By S C. Dickinson, of Manchester, Ia.



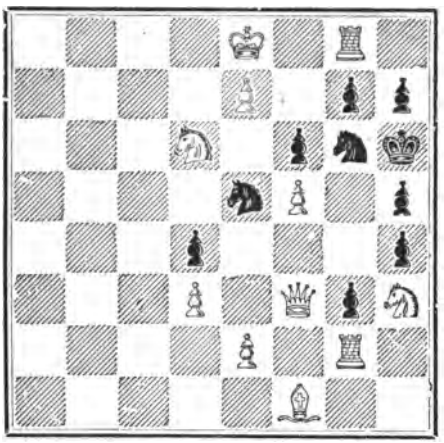
White mates in four moves.

838. **By John Gardner, of Boston, Mass.**



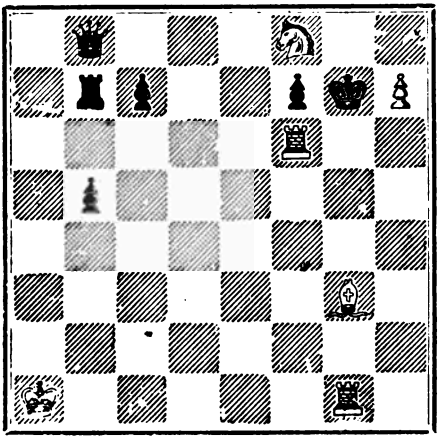
White mates in five moves.

Problem No. 839. By F. W. Martindale.



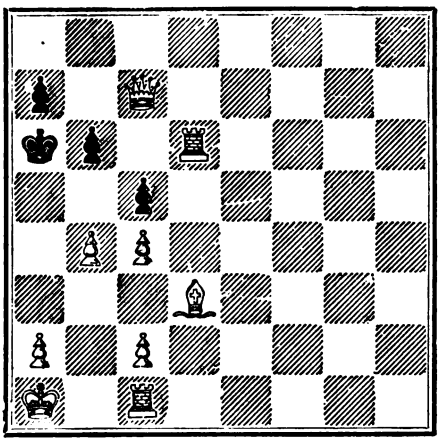
White mates in three moves.

840. By Miss. E. Teed, Centre Somers, N. Y.



White mates in three moves.

Problem No. 841. By Charles H. Wheeler.



White sui-stale mates in 17 moves.

Dubuque Chess Journal,

VOL. VI. APRIL, 1874. NO 50.

F. H. CURTISS.

F. H. Curtiss, the distinguished chess problematist, was born December 2d, 1844, in Wayne county, New York. His chess life commenced in 1859, while living on a farm near Phelps, N. Y. The exploits of Paul Morphy called our youthful hero's attention to the royal pastime, and as he was of a very studious turn of mind, and already much given to mathematical investigations, he resolved to learn the wonderful and fascinating game of chess. To make a chess board was no task at all, but the men—that was a difficulty which a sharp pocket knife, a few pieces of wood, patience, perseverance and a little time and paint finally overcame; soon then, the mimic armies, resplendent with red and white, stood drawn up in battle array.

The rudiments were soon learned from an elementary chess book, but there were comparatively none in that vicinity with whom to contend, were possible, so that in three years following he saw not as much chess playing as may be seen in a club room in a week, and during the next eight years not as much as could be played in a day.

In 1862, Mr. Curtiss went to New York city, and resided there until 1866, except one year passed in the south. We next hear of him in Illinois, en-

gaged in the hardware business, until 1869, when the failing health of his wife, a New York lady, caused him to return to New York city.

In 1870, he commenced frequenting the chess resorts of the metropolis, and besides contests there, he spent much time in studying the literature of the game, in work on problems and in analytical studies.

In 1871, unsparing death claimed his wife and one child, leaving him one only surviving daughter, with whom he soon after returned to the west where he is now engaged in the hardware business.

Having no opportunities for chess play over the board, what leisure Mr. Curtiss has had lately, has been devoted to the solution of problems and the study of the game, with what success may be gathered from consulting our solution lists, where he appears as winner of the FIRST PRIZE for having performed more of the solutions of the current volume than any other person. We should add that Mr. Curtiss' solutions are always given in full, sparing no variation, and the mechanical execution of the work irreproachable.

He once wrote to us:

"I claim no merit in either department; but I claim to have zeal and earnest wish to be of use in Caissa's army. My influence, though feeble, is all at her command, and I hope while life is spared me, never to be found wanting when needed. And my highest aim is, to so thoroughly learn the game, that I can claim a foothold in the beauteous province of chess."

To such a man, at his age, an apology seems al-

most due, for presenting his chess biography to the public now, for if his life and health are spared, the larger part of his chess labors are to come.

The following games and problems are specimens of our friend's chess style:

GAME NO 313.(Irregular Opening.)

A game played several years since, between J. A. Lee and F. H. Curtiss.

WHITE. Lee.	BLACK. Curtiss.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 B QB 4	3 B QB 4
4 P QR 3 (*a*)	4 S QR 4 (*b*)
5 S×KP	5 Q KB 3
6 P Q 4 (*c*)	6 S KR 3
7 QB×KS	7 QS×KB
8 B×KSP	8 Q×B
9 Castles (*d*)	9 S×S
10 P×B	10 P Q 3
11 P KB 3	11 B KR 6
12 R B 2	12 R KS sq
13 Q K 2	13 S KS 3
14 P KS 3	14 S B 5
15 Q K 3	15 Q R 3
16 K R sq	16 R×KSP

and defence wins.

(a) Mr. L. was not a book player.

(b) Poorly devised, for: 5 S tk KP / Q B 3 — 6 B tk BP ch — &c.

or, if then 5 ——— / S R 3 — 6 S tk BP / S tk S — 7 B tk S ch / K tk B — 8 Q R 5 ch ———

and White has the advantage.

(c) B tk P ch then R Q 4 would have been better.

(d) S tk S would result in a shattered position, but seems better than text, for Black has K S file open.

GAME NO. 314.

Mr. Morris Loeb gives Mr F. H. Curtiss the odds of Pawn and two moves.

CAFE INTERNATIONAL, Aug., 1870.

Remove Black's KBP.

WHITE. F. H. C.	BLACK. M. Loeb.
1 P K 4	1 ———
2 P Q 4	2 P K 3
3 P K 5	3 P Q 4
4 B Q 3 (*a*)	4 S K 2 best
5 B KS 5	5 QS QB 3
6 Q KR 5+	6 K Q 2
7 S KB 3	7 Q K
8 Q R 3	8 P KR 3
9 P QB 3	9 S S 3
10 Q R 5	10 P×B
11 Q×S	11 Q×Q
12 B×Q	12 B K 2
13 QS Q 2	13 P QS 4
14 P QR 3	14 B QR 3
15 P QS 4	15 R R 3
16 B Q 3	16 QR KR
17 S KB	17 P S 5
18 S KS	18 S Q
19 B K 2	19 P S 6
20 BP×P	20 S B 2
21 S B 3	21 P QB 3
22 S K 3	22 S S 4
23 S×S	23 B×S
24 S S 4	24 R S 3
25 P KR 4	25 B K 2
26 Castles QR	and defence resigns as he must lose R or exchange.

(a) This is the best continuation of the attack.

GAME NO 315.

Same conditions as previous game.

WHITE. F. H. Curtiss.	BLACK. M. Loeb.
1 P K 4	1 ———
2 P Q 4	2 P K 4 (*a*)
3 Q KR 5+	3 K K 2
4 Q×KP+	4 K B 2
5 B QB 4+	5 P Q 4
6 B×P+	6 K S 3

and attack Mates in seven moves.

(a) No use in trying that move for an experiment.

GAME NO 316. (Scotch Gambit).

Game on even terms, between same parties.

WHITE. F. H. Curtiss.	BLACK. M. Loeb.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 P Q 4	3 P×P
4 B QB 4	4 B B 4
5 P QB 3	5 S KB 3
6 P×P	6 B S 5+
7 B Q 2	7 S×KP (*a*)
8 B×B	8 S×B
9 Q K 2	9 P Q 4
10 B S 3	10 Castles
11 Castles	11 R K
12 Q S 5	12 S QB 3
13 Q×QP	13 Q B 3
14 R K	14 B B 4
15 S QB 3	15 S×S
16 R×R+	16 R×R
17 P×S	17 B K 5
18 R K	18 Q S 3
19 S S 5	19 R Q
20 Q×B	20 Q×Q
21 R×Q	21 R KB

22 S×BP	22 P KS 3
23 S S 5 dis+	23 K R
24 R KR 4	24 P KR 4
25 P KS 4	25 R B 5
26 K S 2	26 S Q
27 K S 3	27 R B 3
28 P×P	28 K S 2
29 P R 6+	29 K R best
30 R K 4	30 R B
31 R K 7	31 S B 2
mates in 4 moves.	

(a) Books give B tk B ch, &c.

GAME NO. 317. (Two Knights Defence.)

Game played at 19th Ward Lese Verein, July, 1870, between Mr. F. H. Curtiss and Mr. Wehe.

WHITE. F. H. Curtiss.	BLACK. Mr. Wehe.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 B B 4	3 S KB 3
4 Castles (*a*)	4 P Q 4
5 P×P	5 S×P
6 R K	6 B KS 5 (*b*)
7 S×KP	7 B×Q
8 S×S dis+	8 S K 2
9 S×Q	9 R×S
10 R×B	10 S B 3
11 P Q 3	11 B K 2
12 S B 3	12 Castles
13 S S 5	13 R Q 2
14 B K 3	14 P QR 3
15 S QR 3	15 B×S
16 P×B	16 P S 4
17 B QS 3 and wins.	

(a) Unusual; Q S B 3 is preferred by some to the old move of KS S 5, but the text is worthy of trial.

(b) Defence loses a Piece and pawn by this manœuvre.

GAME NO. 318. (Irregular Opening.)

Mr. Schwitzer vs. Curtiss.

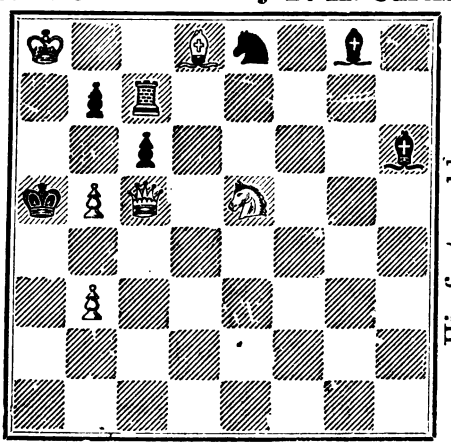
WHITE. Mr. S.	BLACK. F. H. C.
1 P K 4	1 P K 4
2 P QB 3	2 P Q 4
3 P×P	3 Q×P
4 P Q 3	4 B QB 4
5 S KB 3	5 S QB 3
6 B K 2	6 KS K 2
7 Castles	7 Castles
8 P QS 4	8 B Q 3
9 P QB 4	9 Q K 3
10 P QB 5	10 P K 5
11 P×B	11 P×S
12 B×P	12 Q×P
13 B QR 3	13 S×QSP
14 S QB 3	14 P QR 4
15 S K 4	15 Q Q 5
16 QR QB	16 KS Q 4
17 QR B 4	17 Q QS 3
18 S KS 5	18 B K 3
19 S×RP (*a*)	19 K×S
20 R R 4+	20 K S
21 B K 4	21 KR Q
22 Q KR 5	22 K B
23 Q R 8+	23 K K 2
24 Q×SP	24 R KS
25 Q K 5	25 Q Q 3
26 Q×Q	26 P×Q
27 KR K	27 S B 7
28 B×S	28 S×R
29 B×QSP	29 QR QS
30 B B 6	30 R S 8
31 P KS 3 and defence mates in two moves.	

(a) An unsound sacrifice.

GAME NO. 319. (King's Gambit declined.)
Herr Ludwig Von Bilow vs. F. H. Curtiss.

WHITE. L. Von B.	BLACK. F. H. Curtiss.
1 P K 4	1 P K 4
2 P KB 4	2 P Q 4
3 P × QP	3 S KB 3
4 B QB 4	4 S × P
5 S KB 3	5 B KS 5
6 Castles	6 P K 5
7 Q K	7 B K 2
8 Q × P	8 B × S
9 R × B	9 P QB 3
10 Q K 5	10 Castles
11 R S 3	11 B B 3
12 Q KB 5	12 R K
13 P KR 3	13 R K 8+
14 K R2	14 B Q 5
15 P KR 4 and the defence mates in five moves.	

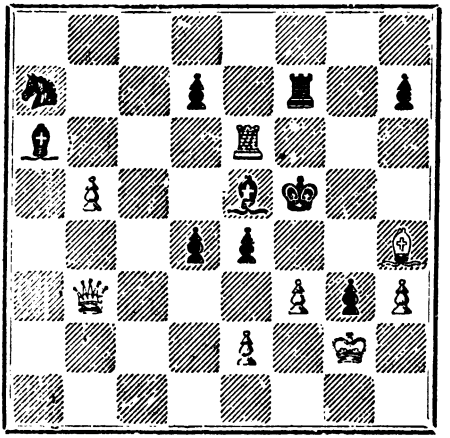
Problem No. 845. By F. H. Curtiss.



His first problem.

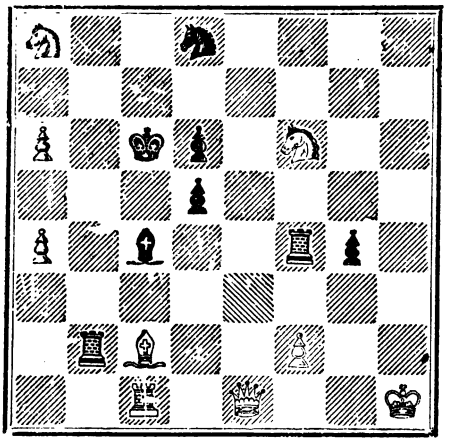
White to play and mate in four moves.

Problem No. 846. By F. H. Curtiss.



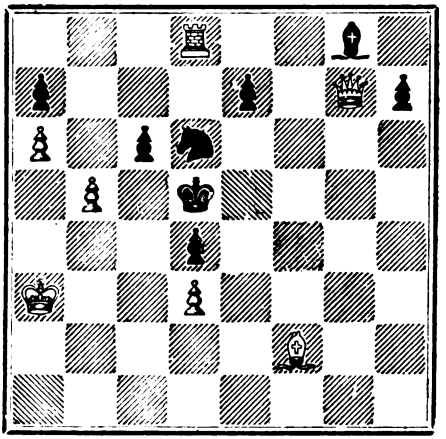
White to play and mate in four moves.

Problem No. 847. By F. H. Curtiss.



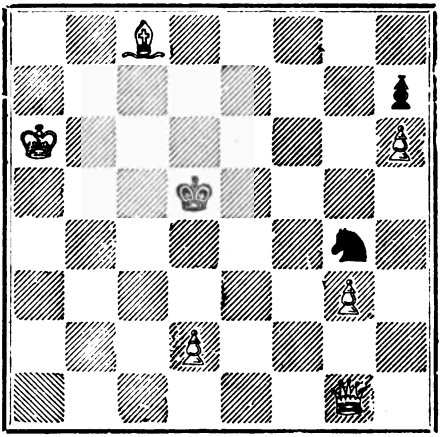
White to play and mate in three moves.

Problem No. 848. By F. H. Curtiss.



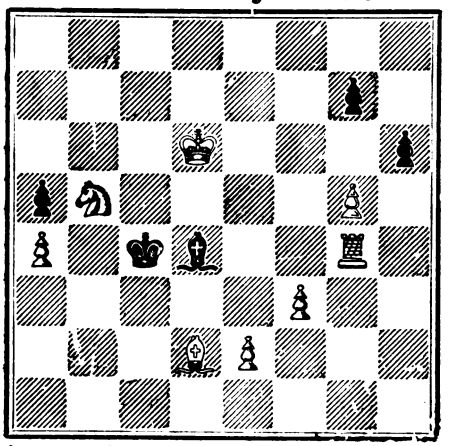
White to play and mate in three moves.

Problem No. 849. By F. H. Curtiss.



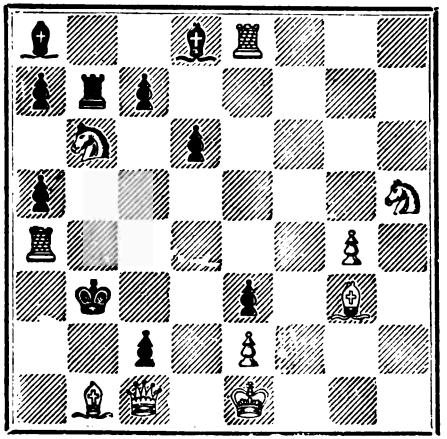
White to play and mate in four moves.

Problem No. 850. By F. H. Curtiss.



White to play and mate in four moves.

Problem No. 851 By F. H. Curtiss.



White sui-mates in seventeen moves.

VICTORY AND DEFEAT.

BY CHARLES JACOBUS.

It is a sign worthy of commendation when in the full tide of prosperity a man is not puffed up and becomes not haughty, simply from a change of circumstances from poor to good. It is a characteristic worthy of condemnation, when in dark days of adversity a man becomes discouraged at his fate and indignant at the reverse of fortune, which, perhaps, his own shortsightedness has brought upon him. The manner in which the flush of victory is enjoyed shows very important points in a man's character. Some exhibit an almost perfect stoicism to all the changes and phases of life, taking the "thick and the thin"—so to speak, *i. e.* success and disaster with the same imperturbability. Some, Micawber like, always manifest the most hopeful signs even when the utter hopelessness of their case is evident to the most casual observer.

In all contests, physical or intellectual, as well as in the great game of life, there is the same chance for the exhibition of agreeable or disagreeable features of character in the manner in which success and defeat are experienced. In chess, particularly, is the truth of the foregoing shown. I have known players successful with those of even moderate abilities, so puffed up as to think that there were no depths in chess that they had not fathomed.

I met a French Canadian of this class once who afforded me no small amusement by comparing his

previous talk and subsequent game. In three successive games I happened as many times to fork his Queen and King with my Knight, when he gave up with the assertion, "I see you understand the *gamuts.*"

A great many are indignant at any ill-fated move, even though it may have been the best, and I have known them to curse their own stupidity when they were doing as well as they knew how.

The true conquerer is never like Chanticleer in early morning, and he who has learned to conquer himself is greater, says the good book, than he that taketh even a city. It is right to *feel* exaltant over some hard fought game, but the manner in which the flush of victory affects one is the most important thing.

Some are perfectly callous to defeat, and wear a stoical countenance while their Knights are unhorsed and their Castles are falling to ruin. The same imperturbable countenance is theirs whether defeated or victorious.

I have known players so sensitive to defeat as not to be able to restrain their passion at its occurrence and a game dearly loved was compelled to be given up just as some great luxury by the dyspeptic. This is not often the case, but it does sometimes happen, and it is a most disagreeable feature. To be able to look upon a contest which has resulted adversely to us with calmness is praiseworthy. Fairly to recognize the beauties of our opponent's play is difficult. Some players never can do this. The big I hides all the other letters in their alphabet. Their own com-

binations are always brilliant, and although game after game may be lost by them, yet their positions are always full of singular beauties. (?)

It is remarkable, but I believe true, that although the playing of this game may be carried on in almost perfect silence, yet it seems mysteriously to reveal the inmost nature of your antagonist. As the highly polished shield of the ancient Knight revealed the physical lineaments of his foe, so the game of chess, when most perfectly played, mirrors forth the mental features of him, with whom you may contend. I have played a few sittings with perfect strangers, and have then felt and believed myself more really acquainted with them than if polite conversation had ruled the hour, and thus, on the chequered board, may the chequered features of the mind be shown.

TO CORRESPONDENTS.

It is excellent amusement to be a chess Editor; if you doubt it read the following copy of a *part* of a letter from one of our correspondents, and judge what grand fun it is to write a full answer to several such letters every day:

MY DEAR BROWNSON:

Yours of two weeks ago, along with a copy of the Recreationist, came duly to hand, but the February JOURNAL, mentioned therein to be mailed with the Recreationist did *not* come along, and I was just upon the point of writing to tell you that somebody must have

squelched it from the mail, when last night it arrived. It arrived all safe and sound and rather ahead of its predecessors in personal appearance. Your new *imprimateur* is a good thing. *Excelsior! Courage!* I feel proud of it now, and cannot help something like a *fatherly* feeling as I look back—away back—to the first beginning in the Dubuque newspaper (when I was beginning my first games with ———— and felt "bully" when I gained a good thing on him, and ditto as to ye Dubuque Editor), and consider how in all the ups and downs of the JOURNAL I have tried to do my little mite to help it onward. Well, *Gluck auf!* Friend JOURNAL, and may your shadow never be less!

And now for a few words of criticism, et cetera: You sent me an advance sheet of the JOURNAL containing pages 291 and 292. I wish it could have come in time for me to have given you the benefit of some proof reading, e. g. Solution problem 677, "1 Q×P" is right, but "also 1 R×P" is wrong, for if—— K×P no mate. Problem 678, (Small erratum) Blk. R×R R×S sui-mate 3d move 3—— instead of 3—— Problem 679. Your printed solution 1st part Q K 3+ Q K 3+ gives 1 ——— &c., but if——— I do not see Q×Q S×Q the required result. The solution I sent you, Q K 5+ B B 5+ P+ viz: ——— 2——— 3——— seems the S×Q K×B! K—± true one. Problem 680. Why so much pains

to prevent black from castling, for suppose he does castle, equally ± in 2 thus $\frac{R\ QR\ 5}{0—0}$ 2 $\frac{R\ KS\ 5\pm}{\quad}$ voila Problem 681 is I believe perfectly sound. Your two alternates for the first move both end in a mare's nest thus: $\frac{P\ K\ R\ 5}{P \times B}$ where's the ±? Again $\frac{Q\ R \times KRP}{S \times Q}$ where's the mate? R Q 6 is good for mate next move and no other will do. And, just here, by the way, *entre vous, is not* it strange that the composer of such a problem as No. 681 should send out such a stupid blunder as No. 684? I was so struck by the beauty of the several preceding problems that I did not venture to pronounce this impossible until I had actually spent several hours upon it, and then when I felt that I had demonstrated to myself the unsoundness of the thing, I was so vexed that I went right over to the opposite extreme, and too hastily pronounced 685 also impossible. I now see that it is sound and really a very good problem.

In 687 I see that I was mistaken in taking $\frac{S\ Q\ 8}{\quad}$ as the first move. But you are also mistaken in your alternate 1 R K 2, are you not? Can you show me the mate on that line? I have examined it carefully and can find no mate except 1 $\frac{S\ QB\ 5}{\quad}$ 2 $\frac{Q\ R}{\quad}$ 3 $\frac{Q\pm}{\quad}$

688 I have also re-examined and am unable to see the truth of your alternates 1——— Q QS 6 / 1 Q QS or ———. How will you mate if 1——? I believe ——— B R 8 / S K 6 is the only move that will effect mate in three.

693. I think there must be some mistake here. You say 1——— S×SP or 1——— S KS 4. The latter is impossible, for there is but one White S, and how or by what rule of chess can he take choice of two adjacent squares on the S file? The S on 66 is the only one that can spring legitimately to White K S 4, but that S is a "white horse of another color!" Can it be that S 66 is a *white* horse under a *black domino*? or what's the matter with the problem? I is rather hard to have to *conjecture* a problem and solve it besides; isn't it?

694. I should like very much to see how you effect mate on the line of your "Also: 1——— B KB 2+ / B KB 2+" Does the author agree to that? That *etc.* is too deep for me. *Upon the whole* I heartily testify that this collection of Babson's Problems is remarkably fine and beautiful.

Pass we now back to 605. (Solution, Feb. JOURNAL, page 266.) Solution quite unintelligible. 1——— B B 2 / R×B 2 ——— Q K 4 / K×P 3? Again you say ALSO SKB 3+ Q K 4

1——— 2 ——— but if ——— now where's
R×S K×P
the ±?

1——— 2 ——— but if ——— now where's
Q QR 7 K×P K QB 3
the ±?

Isn't it time to acknowledge that there is a screw loose in this Problem?

607. M. Ham Nawkins. You say 1——— &c.
S B 3+ K B 8.
but if 1—— I think you will find it somewhat
K K 8
difficult to effect mate as required. The true solution to this I sent to you long ago, viz:

1——— 2——— 3——— 4——— If —— mate
K K 3 S B 3 R Q 2 S K 2± K B 8 or P— K K8
instanter.

628. This is really too bad. I gave you a solution which you returned with a red ink *dubito*. I re-examined it, found it sound, reported accordingly *non-dubito*, asked for the move that defeated 1——— showed that it
R QB 8
could *not* be defeated, and lo! you publish
Q Q S R Q 8
1—— or —— neither of which are worth twopence, and say nothing of the only valid solution which I sent you twice over. In reply to either of your moves I say ——— and you
R K 4
cannot mate. Several other *stoppers* might be given; in fact I am not sure but Black could win the game! And now if you or any of

R QB 8
your magnates can give a reply to 1———that will prevent my mating next move, I would like to see it! I know I make mistakes enough, and sometimes very ludicrous ones, but I believe I am right on this two-mover.

Q KS S KB 7+
In 629. —— is right, but ——— how ±?
K×P

Q Q 2
631. —— all right; is it? Let's see, ——
R×R
please tell me how ±

B KR 3
632. ——— suppose ——— can you mate
Q×R
on the move?

"S KB 6"
633. This is worst of all. For ——— seems the weakest thing White can do unless it be to give away his Q and resign the game.
R×B S KB6
1——— would at least win a piece, but 1——— is a retreat without reason or remedy, as far as I can see. For instance, if 1——— what
K×S
are you going to do next?

These three problems consumed a good deal of my time and attention that I now wish had been bestowed elsewhere, for it is vexatious to screw your brain up to the *peine forte et dure* over a problem and find at last that it is no problem, only a false pretender. And such was the conclusion I very reluctantly felt obliged to come to as to problems 231, 232 and 233, and your now published solu-

tions only serve to confirm me in that conclusion. Will you have the kindness to examine, and either acknowledge or explain?

No. 634 it seems goes to the other extreme and instead of having no solution it glories in at least three independent good and valid ones.

641 again was almost enough to make a parson use profane language; but the suggestion "if Q is White," I must admit improves the position somewhat.

647. Your solution (1 Q QR) is good, but mine is also good, viz: 1 —— 2 —— 3 ——

S S 5 Q S 4+ Q K 6±
Q K 3+ S Q 4± K B 4 K—

1 —— 2 —— 3 ——

K K 3 K—

Here I will stop the review for the present, well aware that it is too late in the day to be of material service to you, still hoping you may not find these criticisms altogether useless. I have made them out of the little odd intervals between classes in Greek, Latin, German, French, Algebra, Geometry, Trigonometry, and various other duties and distractions of school life which you can well appreciate. The critic himself is doubtless open to criticism, and desires it as ardently as the Arch Bishop in Gil Blas.

I enclose stamps for March JOURNAL; will send you some more solutions shortly; and when I can get a little more order out of "*ruda indigestaque moles*," I will endeavor to make you up a small parcel of such problems as my poor brains can conjure up." ***

GAME NO. 320. (Ruy Lopez.)

Contested lately by correspondence.

Capt. Patrick O'Farrell, Hartford, Conn.	W. H. Hotchkin, Watertown, N. Y.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 B S 5	3 P QR 3
4 B R 4	4 B K 2
5 0—0	5 S B 3
6 B×S	6 Q P×B
7 S×P	7 S×P
8 P Q 3	8 S B 3
9 Q SB 3	9 QB B 4
10 QB 3	10 B S 3
11 B S 5	11 0—0
12 S K 4	12 S Q 4
13 B×B	13 Q×B
14 S×B	14 B P×S
15 Q S 3	15 R B 4
16 KR K	16 QR K B
17 P KB 3	17 S B 5
18 Q B 2	18 Q Q
19 S S 3	19 R KS 4
20 R K 4	20 R Q 4
21 QR K	21 Q KS 4
22 Q K 3	22 P KR 4
23 R K 5	23 R KB 4
24 R K 8+	24 K R 2
25 Q K 7	25 P R 5
26 Q×Q	26 R×Q
27 QR K 4	27 P×S
28 R×S	28 P×P+
29 K×P	29 R R 4+
30 K S	30 R Q 2
31 Q R KB 8	31 P KS 4
32 R R 8+	32 K S 3

33 R K 6+	33 K B 2
34 R×R	34 K×R
35 R×P	35 K B 3
36 P KB 4	36 R K 2
37 K B 2	37 P QS 3
38 P Q 4	38 K B 2
39 R K 5	39 R Q 2
40 K K 3	40 R Q 3
41 P B 3	41 R R 3
42 K B 2	42 R R 8
43 R K	43 R R 4
44 P R 4	44 P R 4
45 K S	45 R KB 4
46 P KS 3	46 P B 4
47 R K 5	47 R×R
48 Q P×R	48 P B 5
49 K B 2	49 Resigns.

A well fought and very instructive game. [Ed. Journal.

GAME NO. 321. (Irregular opening.)

Contested in the late Tourney of the Down Town chess club, New York city, being the third and deciding game in the 5th round.

Doyle.	Hubert.
1 P Q 4	1 P K B 4
2 P QB 4	2 P K 3
3 S KB 3	3 S K B 3
4 B S 5	4 B K 2
5 S QB 3	5 Castles
6 P K 3	6 P Q S 3
7 B Q 3	7 B Q S 2
8 P QR 3	8 P Q R 3
9 P QS 4	9 P Q 3
10 B×S	10 B×B
11 Q Q B 2	11 S Q 2

12 Q R Q	12 P K S 3
13 S K 2	13 Q K (*a*)
14 Q S 3	14 K S 2 (*b*)
15 R K S (*c*)	15 R Q
16 B Q B 2	16 P Q B 3 (*d*)
17 P Q B 5	17 P Q 4
18 P K S 3	18 P Q S 4
19 P K R 4	19 P K R 4
20 K B	20 Q K 2
21 S K B 4	21 P K 4
22 P×P	22 S×P
23 S×S	23 B×S
24 S R 3 (*e*)	24 Q R K
25 Q Q 3	25 B Q B
26 S B 4	26 B×S
27 K P×B	27 K R 3 (*f*)
28 Q K B 3	28 R K B 3 (*g*)
29 K S 2	29 Q R K 3
30 Q Q B 3 (*h*)	30 R K 7 (*i*)
31 B Q 3	31 Q K 6 (*j*)
32 K R K B	32 P Q 5
33 Q R	33 B K 3
34 B×R	34 B Q 4+
35 K S	35 Q×B
36 R×P	36 Q B 6
37 R×B	37 P×R
38 Q Q S 2	38 Q K 5
39 R Q	39 Q B 6
40 Q Q R	40 K R 2
41 R Q 4	41 R K 5
42 Q R Q (*k*)	42 R K 7
43 R K B	43 R Q B 7
44 Q Q	44 Q Q S 6
45 R K	45 Q Q B 5
46 K S 2	46 Q R 7
47 R K 7+	47 K R 3

48 Q Q 4	48 Q S 7
49 Q×Q	49 R×Q
50 R K 6	40 P Q 5
51 R×R P	51 R S 6
52 K B	52 P Q 6
53 K K	53 R S 8+
54 K Q 2	54 R S 7+
55 K×P	55 R×P
56 K K 3	56 R S 7
57 P B 6	57 R S 6+
58 K K 2	58 R S 7+
59 K B	59 R QB 7
60 R QS 6	Resigns.

(a) It seems at first sight that Black could have won a Piece here by P K 4, but White can answer P QB 5 or the game might have gone thus:

	13 P K 4
14 P tk P	14 P tk P
15 P QB 5 !	15 P K 5 (A)
16 P B 6	16 P tk S or B

17 R or P tk P regaining the Piece with rather the better position.

(A) 15 P B 3

16 B B 4 ch etc.

(b) This looks best, but the result goes to show that K R might have been better.

(c) White having abandoned the idea of Castling on the King's side, would not P KR 4 have been the proper play? threatening a dangerous attack on the Black's King by compelling him to weaken his position by throwing forward his own KRP.

(d) This gives White the desired opportunity of closing up the Q B's diagonal.

(e) K S 2 looks better.

(f) Black's position is much improved by these exchanges, indeed we think he has the preferable game.

(g) Black has now an imposing front.

(h) Stronger than it seems to be at first sight.

(i) This is the tempting move that leads Black to immolate himself.

(j) Black is too gallant to beat a retreat.

(k) R tk QP would probably lead to a draw game.

GAME NO. 322. (Evans Gambit.)

Contested in the Dundee Chess Club.

WHITE. G. B. Fraser.	BLACK. W. N. Walker.
1 P K 4	1 P K 4
2 KS B 3	2 QS B 3
3 B QB 4	3 B QB 4
4 P QS 4	4 B × P
5 P QB 3	5 B QB 4
6 P Q 4	6 P × P
7 Castles.	7 P Q 3
8 P × P	8 B QS 3
9 QS B 3	9 QS R 4
10 B KS 5	10 Q Q 2 (*a*) Steinitz
11 B Q 3	11 KS K 2 in Baden
12 P K 5	12 QS B 3 (*)
13 B QS 5 (*b*)	13 P QR 3
14 B QR 4	14 B QR 4
15 P Q 5	15 B × QS
16 P K 6	16 P × P
17 P × QS	17 S × P
18 R QB sq	18 B KB 3 (*c*)
19 B × B	19 P × B
20 R × S	20 P × R
21 S Q 4	21 B QS 2
22 S × KP	22 K B 2
23 S QB 5	23 Q QB sq

24 Q QS 3+ and White won in a few more moves.

(a) Would S K 2 be safe at this stage?

	10 S K 2
11 S Q 5 (A)	11 S tk KB
12 B tk S (B)	12 Q Q 2
13 S tk B	13 R P tk S
14 B R 4	14 Castles.

Black seems to have a good game.

(B) If:

12 Q R 4 ch	12 Q Q 2
13 Q tk S	13 S tk S
14 Q tk S	14 Q K 3 or Castles

with a fair position.

(A)

11 P K 5	11 P tk P
12 S tk P	12 S tk B
13 Q R 4 ch	13 P B 3
14 Q tk S	14 Castles

And Black should be able to establish a good defense. There are other variations, however, requiring investigation.

(b) The attack is vigorously prosecuted from this point.

(c) This was certainly playing the enemy's game, but Black's position is one of great difficulty.

(*) In a second game between the same parties, Mr. Walker here played 12———P Q 4, and the game went:

13 B×S	13 K×B
14 S KS 5	14 P K R 3 (*a*)
15 P K 6	15 P×P
16 S×KP	16 K×S
17 Q KS 4+	17 K B 2
18 B KS 6+	18 K S
19 Q R K	19 Q Q B 3
20 Q K R 5	20 Q B K 3
21 Q K 5	21 B K B 2
22 B×QB+	22 K×B
23 S×QP	23 KR K
24 Q KB 5+	24 K S
25 S K 7+	25 R×S
26 R×R	26 B×QP

27 Q KB 7+ and White ultimately won the game.

(a) Bad, but is there any thing not worse.

GAME NO. 323. (Odds of QR and move.)

Chess in Macon, Georgia.

W. ———	S. Boykin.
1 P K 4	1 P K 4
2 KB B 4	2 KS KB 3
3 P KB 4	3 P×P

4 KS B 3	4 B QB 4
5 P Q 4	5 B QS 3
6 P K 5	6 P Q 4
7 B Q 3	7 S K 5
8 QB × P	8 QB KS 5
9 P QB 3	9 P Q 4
10 B QB 2	10 P × QP
11 P × P	11 QS B 3
12 QB K 3	12 QB × KS
13 SP × B	13 Q KR 5+
14 K K 2	14 B × QP
15 BP × S	15 Q KS 5+ (*a*)

(a) He moved K Q 3 and was mated in three moves, but his game is past redemption.

GAME NO. 324. (Giuoco Piano.)

O. A. Brownson Jr.,	Galena Chess Club.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 B Q B 4	3 B QB 4
4 P QB 3	4 P Q 3
5 P Q 4	5 P × P
6 P × P	6 B S 3
7 P KR 3	7 P KR 3
8 Castles.	8 S KB 3
9 S QB 3	9 Castles.
10 B K 3	10 R K
11 B Q 3	11 S QS 5
12 P QR 3	12 S × B
13 Q × S	13 P QB 3
14 S KR 2	14 B K 3
15 P KB 4	15 B QB 2
16 S KB 3	16 P QS 4
17 S Q 2	17 B QB 5
18 S × B	18 P × S
19 Q B 2 (*a*)	19 Q K 2
20 P K 5	20 S Q 4

21 S×S	21 P×S
22 R KB 3	22 P×P
23 BP×KP	23 QR S
24 B Q 2	24 B QS 3
25 B K 3	25 B QB 2
26 QR KB	26 R S 6
27 R×KBP (*b*)	27 Q×R
28 R×Q	28 K×R
29 Q KB 5 (*c*)	29 K K 2
30 P K 6	30 R KB
31 Q×QP	31 B Q 3
32 Q K 4	32 R×SP
33 P Q 5	33 P QB 6
34 Q KR 7	34 K Q (*d*)
35 B×KRP	35 B B 4+(*e*)
36 K KR 2	36 B Q 3+
Drawn (*f*)	

(a) White could now have won a pawn by Q tks P; but then his centre would have been broken and his QP isolated.

(b) Q KB 5 looks stronger, but would not in reality have accomplished much. Suppose

Q KB 5 — B S 3 threatening R tk B.

Q KS 4 — Q K 3

and white has no attack.

(c) White might have also captured KRP with B.

(d) The situation is critical for both parties and makes the ending very interesting.

(e) If: 35 ——— P QB 7 B home 37 ——— &c

36 ——— B S 5 ch K QB

(f) Although the game was here drawn by mutual consent, White has a clear, forced win. Will some of our readers point it out?

GAME NO. 325. (Ruy Lopez.)

C. L. Fitch, of Paw Paw vs. D. C. Rogers, of Detroit.

C. C. Fitch.	D. C. Rogers.
1 P K 4	1 P K 4
2 S KB 3	2 S QB 3
3 B QS 5	3 P QR 3
4 B QR 4	4 Q KB 3?
5 0—0	5 P QS 4
6 B QS 3	6 B B 4
7 P Q 4 (*a*)	7 S×P
8 S×S	8 B×S
9 P QB 3	9 B S 3
10 B S 5!	10 Q Q 3 (*b*)
11 B Q 5	11 R S
12 K R	12 S KB 3
13 P KB 4	13 S×B
14 P×S	14 0—0
15 P×P	15 Q×KP
16 B B 4	16 Q K 5
17 P Q 6	17 B QS 2
18 Q Q 2	18 P×P
19 R K	19 Q Q B 3
20 Q K 2 (*c*)	20 QR K and wins.

[a] P QB 3 here gives White an immediate advantage.

[b] If Q tk B White gains a terrible attack.

[c] First player is now demoralized.

OBITUARY.

Died at Quincy, Illinois, on the 7th of March, of apoplexy, ERNEST MORPHY. The following from a local newspaper expresses the universal grief of all who knew him: Alas! that he who penned the kind-hearted lines to us on the 28th of Feb., should ere

eight days, have passed from earth forever away:

IN MEMORIAM.

Resolutions of Respect at the Death of Ernest Morphy.

A special meeting of the members of St. Peter's Roman Catholic Church, and various societies connected with the same was held on Sunday last, to take action in regard to the death of their lamented fellow member, Ernest Morphy. After appropriate remarks by the Pastor Father McGirr and others, the following resolutions were adopted:

Resolved, That it is with feelings of the deepest sadness and regret this congregation mourn the death of their most valued friend and fellow-member, the late Ernest Morphy, a most worthy Christian gentleman, whose unassuming piety and edifying life has made him for many years a shining example for their imitation, and to whose munificent donations, wise counsels and faithful supervision they feel they are in a very large measure indebted for their present new church, and therefore eminently entitled to be enrolled among "those benefactors who have so laudably witnessed their zeal for the decency of Divine worship, and proved their claim to our most grateful and charitable remembrance."

Resolved, That the various societies of this church, of which he ever was an active and zealous member, have lost in him a generous friend as well as a most worthy associate, whose vacant place can never be filled and whose memory will ever be most warmly cherished, and that as a mark of their respect they will attend the funeral in a body.

Resolved, That the members of this congregation

collectively tender their deepest and most respectful sympathies to the afflicted family of the deceased, earnestly beseeching in their behalf all the consolations of Divine Providence in their sad bereavement, and assuring them that the deep debt of gratitude they owe to his most liberal, long-continued and ever disinterested services in their behalf will never be forgotten by the people of St. Peter's congregation."

Our Solution List Now Stands:

1	F. H. Curtiss, of Illinois,.....	408 Problems.
2	W. A. Shinkman, of Michigan,....	398 "
3	C. H. Wheeler, of Illinois,.....	395 "
4	T. A. Thompson, of Maryland,.....	376 "
5	J. G. White of Ohio,.....	298 "
6	J. K. Hanshew, of Maryland,.....	260 "
7	J. M. Spear, of Ohio,.....	181 "
8	V. M. Portilla, of Mexico,.....	128 "
9	C. Benbow, of England,.....	124 "
10	L. W. Davis, of California,.....	116 "
11	C. F. Hanshew, of Dist. Columbia,..	108 "
12	C. H. Blood, of Maine,.....	71 "
13	L. W. Mudge, of New York,.....	67 "
14	T. P. Bull, of Michigan,.....	59 "
15	R. Lacy, of Rhode Island,.....	43 "
16	S. Gold, of Austria, ...	39 "
17	W. Meredith, of Pennsylvania,...	29 "
18	T. D. S. Moore, of Canada,.....	28 "

As this is the last No. of Vol. VI. the Solution Prizes are hereby awarded:

1st Prize to	F. H. Curtiss.....	$6 00	in chess Books
2d "	" W. A. Shinkman....	5 00	" "
3d "	" C. H. Wheeler.....	4 00	" "
4th "	" T. A. Thompson.....	3 00	" "
5th "	" J. G. White.....	2 00	" "
6th "	" J. K. Hanshew.....	1 00	" "

The Solution Prizes for Vol. VII. will be five in number, viz: $5, $4, $3, $2, $1, respec-

tively to the five highest names on our Solution List at the close of the Vol., said prizes to be payable in anything on our list, as per latest published schedule in the JOURNAL, to be selected by the winner of the prize before the close of the next volume.

☞Position Tourney, Problem Tourney No 6, and our Game Tourney are continued, making our Prize lists now open $106.

Our Portfolio.

ERRATUM.—In the February No. p. 262, the first word of the sixth line should be *gesture* not *question*.

A State Chess Congress.

Chess Editor of the Hartford Times:

The following is submitted to the chess players of the State, not, however, without the sanction and unqualified endorsement of several leading chess players. Shall we not have a State Chess Congress in Connecticut, this year, and prepare for the International Tourney next to be held at Philadelphia? There is a generous and gentlemanly chess rivalry between the cities of New Haven, Norwich, Hartford, Bridgeport and Middletown, each city believing, perhaps with good reasons. that the best and strongest player in the State is there located. The leading chess players of Connecticut are about evenly matched. I hope *all* chess players will give this project encouragement and assistance, and contribute a handsome purse sufficient to defray the expenses of him, who shall be champion, to the

International Tourney. Let *The Times* Norwich Club or Hartford Club take it in hand and it will surely succeed.

Yours respectfully,

E. A. KUNKEL.

It would be a good plan for every State to have a Chess Congress and defray the expenses of the best player therein to the Philadelphia Centennial Congress. What say our Iowa clubs?

The *Westminster Papers* for March is, if possible, an improvement upon its predecessors. We trust that when Mr. Zukertort shall have completed his article on the Evans Gambit, now running through that journal, he will give it to the world in a *brochure.*—*Watertown Re-Union*

We second the above most heartily.

172. If newspaper chess columns were headed with their names and date of issue, it would be of great service to those who preserve newspaper chess cuttings, but who'll bring about "this consummation devoutly to be wished?"

Mr. E. A. Kunkel is doing a good thing in presenting Gelbfuhs Chess Studies to American readers. The studies are devoted mainly to the openings, and are the work of an able theorist. Besides the translation of Mr. K., the Chess *Review*, in which it has commenced and will regularly appear, still maintains and will without doubt continue to keep up the high standard set by the editor.—*Watertown Re-Union.*

149. *Sissa: de Schaakspeler* is the only chess magazine in Holland. It is the organ

of the Nederlandschen Schaakbond, and is in its 27th year of publication, edited by Dr. W. J. L. Verbeek, see this JOURNAL No. 33.

Henry H. Hunn, Esq., of Pine Bluff, Arkansas, would be pleased to play a few games by correspondence. Address P. O. box 28, as above, without further ceremony.

213. The Nutmeg State (Connecticut) is swarming with chess newspapers. The Meridan (South) *Republican* starts off with the following excellent introductory remarks:

Chess and Checker.

ALL LETTERS INTENDED FOR THIS DEPARTMENT, ADDRESSED TO "CHESS EDITOR," REPUBLICAN OFFICE, WILL RECEIVE ATTENTION.

Correspondents seeking information, and addressing as above, will be answered through this column.

Correspondence, problems, and other items of interest to Chess and Checker-players solicited. Reports of matches, announcements of matches to come off, etc., will be very acceptable.

Problems, whether original or selected, must be *invariably* accompanied by the solutions. In forwarding problems that are not original, state the source from which they were taken, that proper "credit" may be given for them.

While selected problems are not objectionable, original ones are preferred, as those select-

ed present opportunity for the solutions being seen in print at some previous time.

In sending selected problems, care should be taken to get them from sources where there would be no likelihood of the solution being easily obtained.

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CHARLES JACOBUS.

Principal.

114. We are not yet "*blocked*," nor "*pegging out*," but could not resist the temptation of being the first to publish a new, scientific, reasoning game in the new world; besides the author is an excellent chess player and a steady friend. He that adds a pure, intellectual pastime, like CHESS, CHECKERS, or BLOCK to our land, is as much a benefactor, as he that brings a new game of cards or dice is a malefactor. That's "why and what."

120. Positively no orders will be filled by us without prepayment of some kind. Some never pay, if they get books. How am I to know if you will pay?

Again: There is too little profit in running a chess journal to employ a book-keeper, and

I confess to insufficient capital to buy chess books and trust them all over the world, and in your case the foreign postage don't help the matter.

THE CHESS PLAYERS' CHRONICLE.

The *Chess Players' Chronicle*, No. 1, Vol. IV, for February, 1874, appears in a new dress, the office of publication being moved from York to Lincoln. The latest No. contains 17 games, 8 Problems, Solutions and Chess Intelligence, which are not only beautifully printed, but are intrinsically brilliant, interesting and instructive.

Rev. A. B. Skipworth, Editor, and James Williamson, High street, Lincoln, England, Publisher.

New Chess Opening.

We have received from A. W. Jerome, of Paxton, Ford county, Illinois, some analyses of a new move in the Giuoco Piano, first played by him, which we offer our readers as:

JEROME'S DOUBLE OPENING.

1 P K 4	1 P K 4
2 S K B 3	2 S Q B 3
3 B Q B 4	3 B Q B 4

4 B×K B P+ This is the first move, if now Black reply 4—— K×B he continues 5 S×K P+ and we have the moves that constitute Jerome's Double Opening.

Suppose in the first place:

———	5 S×S
6 Q KR 5+	6 K K 3
7 Q KB 5+	7 K Q 3
8 P KB 4	8 Q KB 3
9 P×S+	9 Q×P
10 Q KB 3	10 S KB 3

11 P Q 3 Compelling either K or Q to move as White threatens B KB 4; or Black can play P KS 4.

———	if 11 K K 2
12 S QB 3	12 P KS 4
13 R KB	13 P QB 3
14 P KS 3	

We have space only for a few of Black's best moves, leaving our readers to test the opening over the board.

If ———	5 K KB
6 S×S	6 Q P×S (if S P×S White plays P Q 4, putting Black's K B out of play.)
7 0—0	7 S KB 3
8 Q KB 3	8 Q Q 5
9 P Q 3	9 B KS 5
10 Q K 3	10 Q×Q
11 B×Q	11 B×B
12 P×B	12 K K 2 and White should draw by the judicious use of his pawns.

[TO BE CONTINUED.]

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Mit einem Bildnisse P. R. v. Bilguer's.

LEIPZIG
VERLAG VON VEIT & COMP.
1874.

The above is just received. A copy of this the latest editon of the far-famed German Handbuch, should be in the hands of every chess player.

Since the death of the lamented Col. von Bilguer, the labor of keeping the work up to the latest analysis has devolved entirely upon his excellency Von der Lasa, now at Copenhagen as representative of Prussia. The new matter on the Danish Gambit is particularly rich, and the whole book is an improvement every way on the 4th edition.

For sale by

VEIT & COMP,
Leipzig, Germany.

THE

City of London Chess Magazine.

PRICE] MARCH, 1874. [SIX PENCE.

EDITED BY W. N. POTTER,

WITH THE CO-OPERATION OF

H. E. BIRD, J. H. BLACKBURNE, B. HORWITZ, J. LOWENTHAL, W. STEINITZ, J. WISKER, and J. H. ZUKERTORT.

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LONDON:

W. W. MORGAN, 67 BARBICAN, E. C.

[The March No. of the above is on time, and it is filled with the choicest chess of the day.—ED. JOURNAL.]

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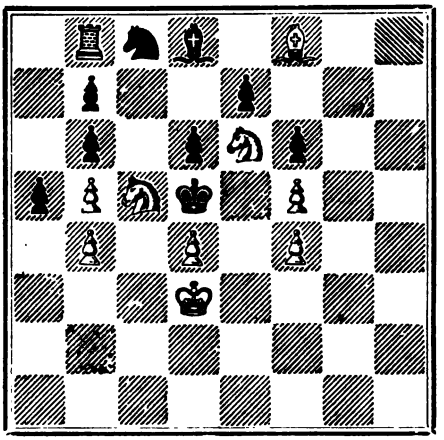
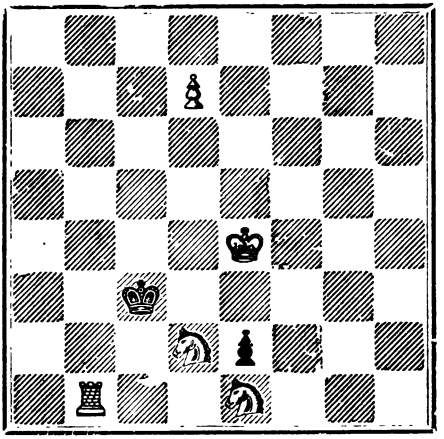
The above named first class hotel is centrally loctated, near the Post Office and business portion of our city. We take great pleasure in recommending our chess friends to the hospitality of mine host DICKINSON, who in addition to all the other comforts possible for a stranger, adds that of a chess table always spread. The chess fraternity will find themselves at home here, and what rustic fare Dubuque chessers can give, ready to welcome them.

Problem No. 852. By J. Ashmore.



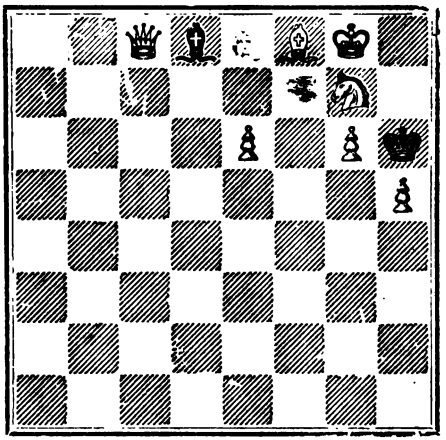
White to play and mate in three moves.

Problem. No. 853 By Joseph N. Babson.



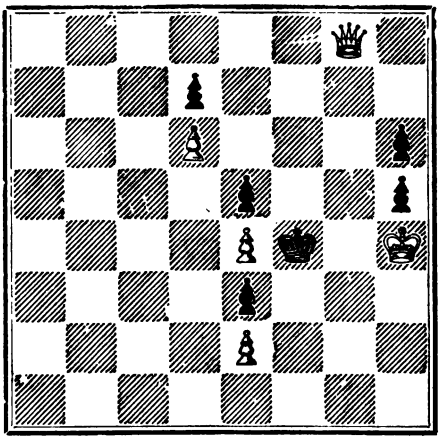
White to play and mate in two moves.

Problem No. 854. By Charles H. Blood.



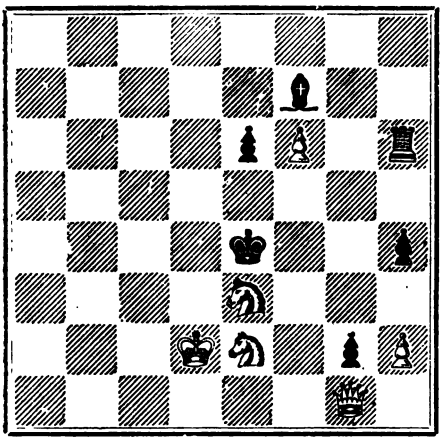
White to play and mate in three moves.

Problem No. 855. By T. P. Bull.



White to play and mate in four moves.

Problem No. 856. By John Gardner



White to play and mate in three moves.

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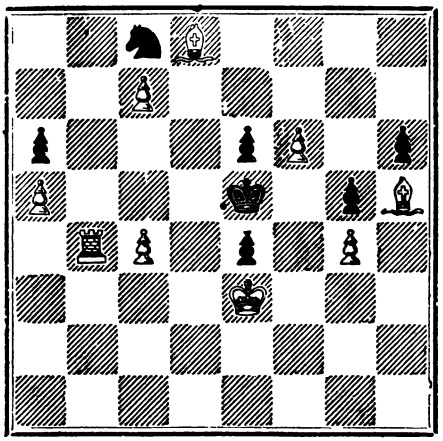
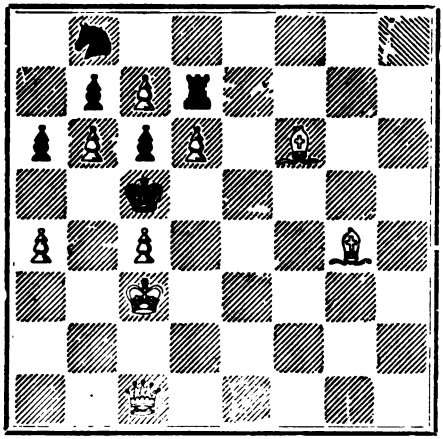
857. **By John Henderson of Liboire, Canada.**



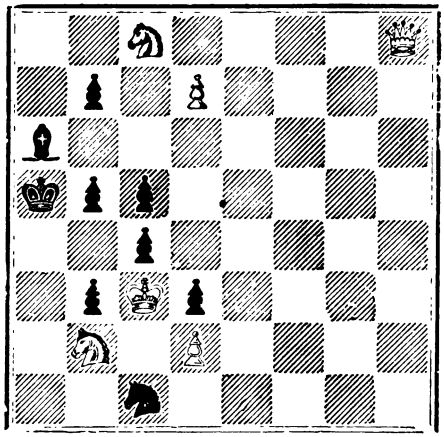
White to play and mate in four moves.

Problem No. 858. By W. A. Shinkman.



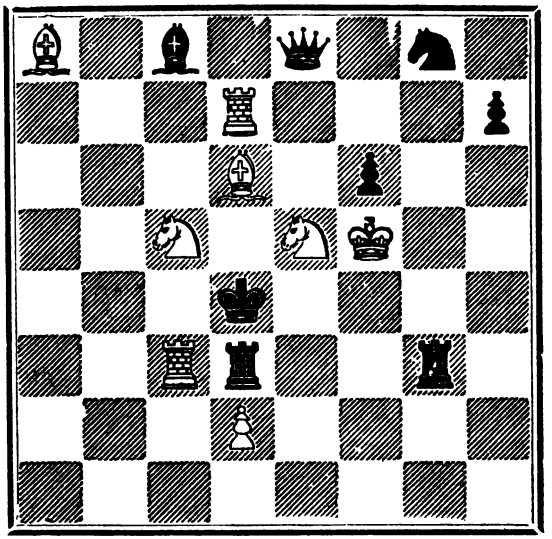
White sui-mates in seven moves.

Problem No. 859. By C. H, Wheeler.



White sui-mates in two moves.

Problem No. 860 By Joseph N. Babson.

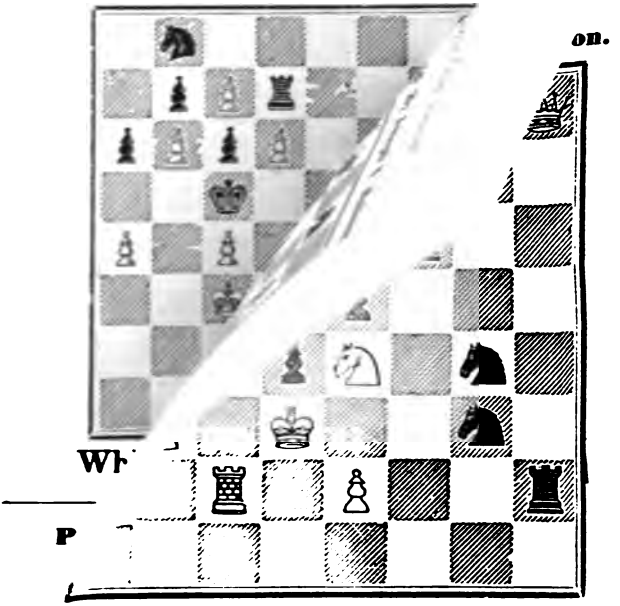


White to play and self-mate in 3 moves.

Solutions to Regular Problems.

701	1 S K 4 + +		K R 4		2 B S 5
702	S K B 3				
703	S K B 4	or	Q × S P	or	S Q S 2
704	1 Q × P		K × K S		2 Q Q R 6
	———		K × Q S		Q B 8
	———		P on		S B 6
705	1 R Q S		P Q 6		
	2 B R		P K 4		
	3 R S 2		K—		4 R ±
	———		P K 4		

Problem No. 858. By W. A. Shinkv

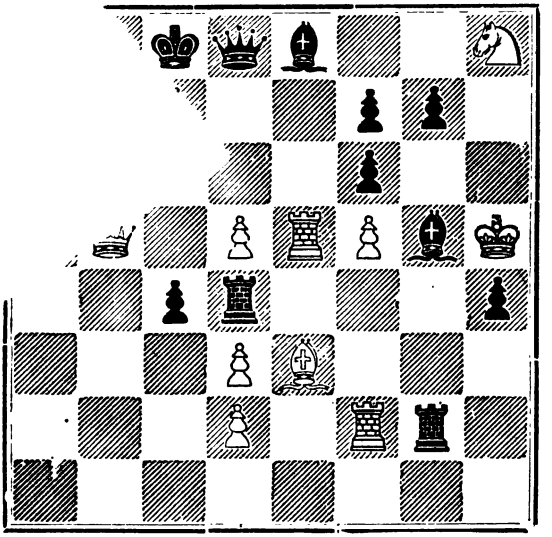


Either to play and self-mate in 5 moves.

---

	2 B Q 8	P Q 6	
	3 B S 6	K—	4 R±
706	1 R K B	P R 7	
	2 K S 2	P [Q] +	
	3 K × Q	B R 7	
	4 K × B	P [Q]	5 R±
707	Q Q R	708 B Q R 5 +	
709	1 R × R	K × R	
	2 B K B 5	K × S	
	3 B K S 4	K × R	4 B±
710	1 R R 4 if R Q S no mate.		
711	1 R Q S 4	R × R	2 Q × K B P
712	1 R Q 7	any	2 S or B±

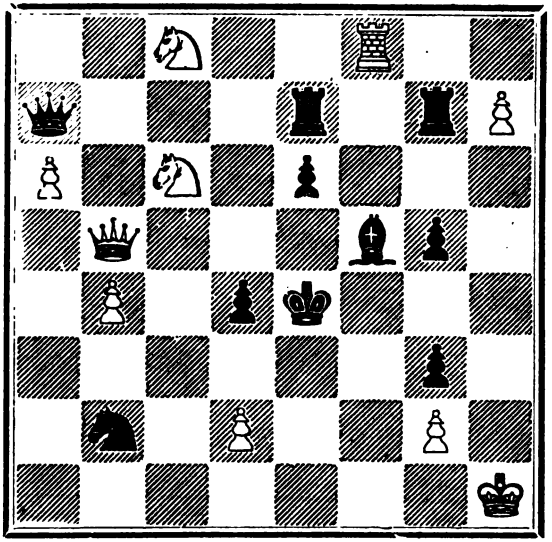
No. 862 By Joseph N. Babson.



Either to mate or self-mate in 6 moves.

713	1 Q KS 3+	P—	2 Q×P±
714	1 B QB 7	K Q 5	
	2 B KS 3	K Q 4	
	3 B KB 2	any	4 R±
715	1 P Q 3	B×QP	
	2 S K 3+	K K4	
	3 Q Q4+	K×Q	4 B±
		Q×QP	
	2 Q Q 6†	K×S	
	3 S S 6+	K S 4	P±
716	1 S S 3+	B B 2	2 P KR 4
717	1 B B†	S×B	
	2 R S 3+	S×R	

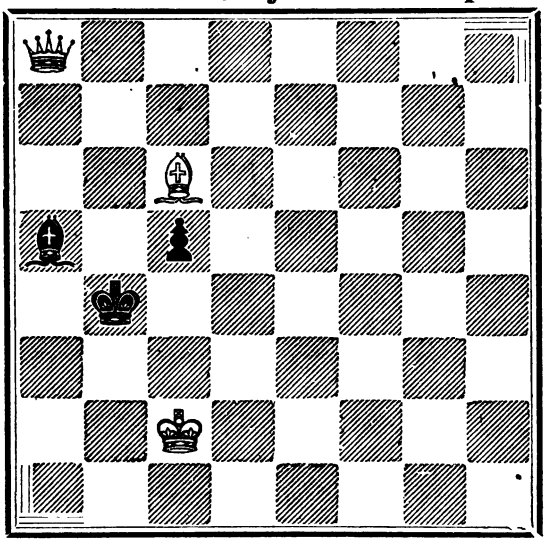
Problem No. 863 By T. A. Thompson.
From the Maryland Chess Review.



Either to mate, or self-mate in 9 moves.

	3 B S+	S × R	
	4 Q K 6+	S × Q	
	5 S S 5+	S × S mates.	
718	R B 7+	Q × R	2 Q × Q+
719	R K R 5		
720	1 K Q 8	K K 4	2 B K 3
721	1 B Q 3	B × B	
	2 S K B 3	R Q B 5	
	3 S Q R 6	aught	4 S±
		S Q 3	
	2 R K B 6+	K K 2	
	3 P × S+	K—	4 R±

Problem No. 864. By Geo. E. Carpenter.



White to play and mate in two moves.

722 R KR 7

723 1 P S 8 (B) K S 3 2 P R 8 (R)

724 Q KR 3 725 B × R +

726 R KB 8 or Q K S etc.

727 Solved by Shinkman in eight moves:

1 S Q 7	B Q 5	5 S QS 8	K QS 3
2 B K	P KR 5	6 Q Q 8	K QB 4
3 Q S 7	P KR 6	7 B × QBP	P QR 4
4 P (Q)	P KR 7	8 B QS 4	P × B ±

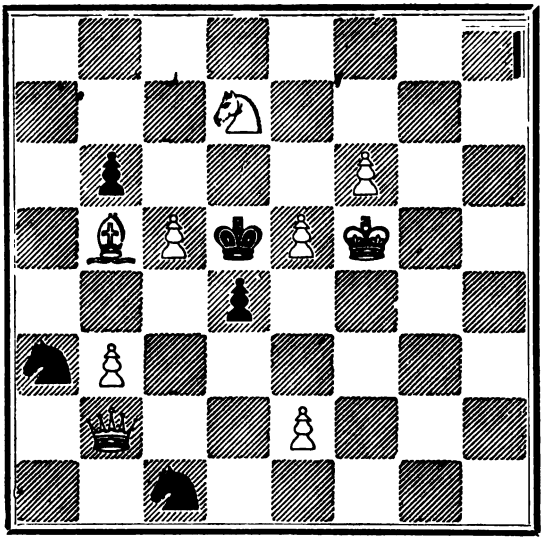
728 1 R KB 2 or R K B K K 5

2 R K 3 + or R K B or B KS 5

and gives mate on the fourth move.

729 1 S KB 2 K × R 2 S Q 3

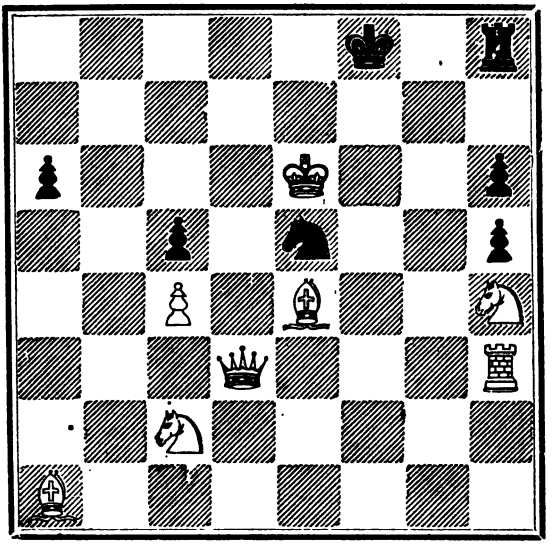
Problem No. 865. By J. K. Hanshew.



White to play and mate in two moves.

	——	P×R		B K 4	
	——	S QB 8		K K 6	
730	1 S Q 5+	K—			
	2 R B 8	B×S			
	3 B B 7+	K—			
	4 B S 8+	B×R			
	5 Q Q 5+	K×S			
	6 Q S 7+	B×Q±			
731	1 B×P	P—		2 K B 6	
732	1 Q B 3+	S interposes			
	2 S Q 4+	K—	8 K K 6+	K—	
	3 B K+	R×B	9 Q B 6+	——	
	4 S R 5+	K—	10 Q B 7+	K—	

Problem No, 866. By C. H. Wheeler.
Respectfully inscribed to Joseph N. Babson.

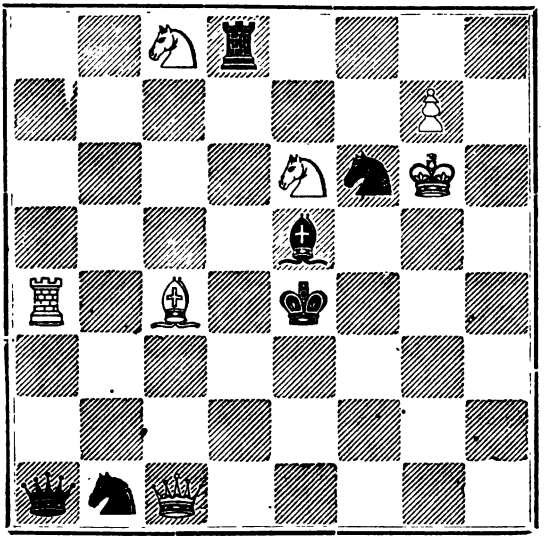


White to play and self-mate in 12 moves.

---

	5 B B 5+	K—	11 R S 8+	B int.
	6 S B 8+	K—	12 R × B+	K × R
	7 S × P+	K × S	13 K K 7+	S±
733	1 B Q 4	K × B		2 K Q 2
734	Solvable in six moves:			
	1 Q QR 5	4 S Q 4		
	2 Q QR 3	5 S K 5		
	3 B QB 5	6 B Q 3		Q. E. D.
735	1 Q Q 5+	K R 3		2 Q R 8
	———	P QB 4		B K 2+
Black 1 P Q 3 or 4		K × P		2 Q R+
736	**J.** White mates in two moves			B S 2+

Problem No. 867, By W. Meredith.



White to play and mate in four moves.

737 **K.** Black mates in three moves, e. g.
1 S B 5+ K S 4 2 B×Q+

738 **H.** White sui-mates in four moves. e. g.

K S S 5+	B×B+	S Q 4++	R S 3+
1	2	3	4
K S 6	R×B	K R 6	S×R±

739 1 Q×R or 1 B KS 8

740 B K S 3

741 1 B QB 8 K Q 4
2 B KR 3 K K 5
3 P KB 5 K Q 4
4 S KB 4+ K K 5
5 S Q 5 K×S 6 B S 2

CHESS NOTATION.

☞We use in this JOURNAL the American Notation or Abbreviation, viz.

K for ♔ KING, REX or KOENIG.

Q for ♕ QUEEN, DAME or REGINA

R for ♖ ROOK, CASTLE or TOWER

B for ♗ BISHOP, FOU or LAUFER

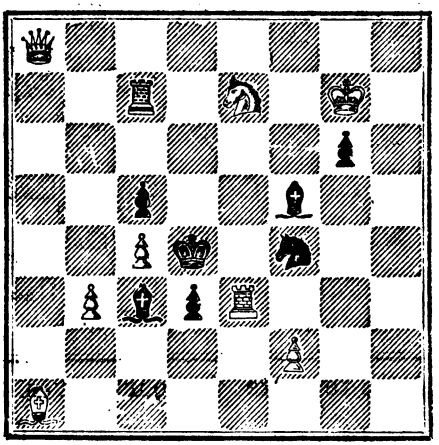
S for ♘ SPRINGER HORSE KNIGHT

P for ♙ PAWN, PION, MILES & C.

× means takes, as K × P King takes Pawn

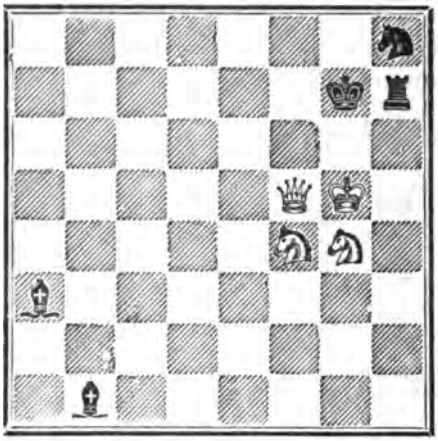
\+ means check, as Q+ Queen checks.

± means mates, as S± Springer mates.



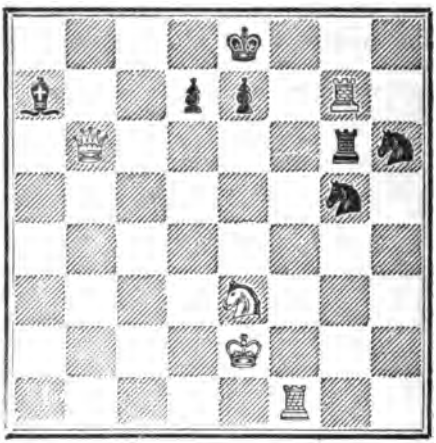
Correction of [illegible]
By V. M. Portilla.
White mates in three moves

Problem No. 79. Huggins' Problem Book.



White mates in three moves.

Problem No. 95. Huggins' Problem Book.



White mates in four moves.

Solution to Problem No. 1.

1 S KB 5++ K K 5+
2 S QB 5++ K KB 5
3 P × P dis mate.

End Game No. 1. Page 5.

1 R KS 7+ K × P
2 Q × R+ K K 3
3 R K 7+ K × S
4 Q QB 5 mates.

Problem No. 2. Page 9.

1 P KS 8 (S) S × S
2 S KR 6+ K KR 6
3 B KB+ S KS 7 4 B × S ±

No. 3. Solution by EDWARD H. COURTENAY.

1 B × P+ P × B or (A)
2 S KR 2+ K R 5 or (B)
3 R R 8 R × B+ or (E)
4 Q × R Q S 7+ or (C)
5 S × Q+ K × P
6 P K 4+ K B 3
7 P (S)+ K —
8 Q mates.

C
K × P
5 P (Q)+ B —
6 S R 3+ K B 3
7 Q Q 4+ K — 8 Q mates.

A
K × B
2 Q K 5+ K S 5

3 S R 2+ K R 5
4 S × P+ (B × S)
5 Q S 3+ K R 4
6 Q mates.

B K × P or (D)
3 P (Q)+ (B —)
4 Q × B+ (P × Q)
5 Q B 6+ K R 3
6 Q × P ±

D K R 5
3 R R 8 Q S 7+
4 S × Q+ (K × P)
5 P (Q)+ B —
6 S B 3+ K S 5
7 R mates.

E Q B 6+ or (F)
4 S × Q+ K S 5
5 S R 2+ K —
6 R × B mates

F R × B+
4 Q × R Q B 6+
5 S × Q+ K S 5
6 R × B —— 7 R ±

No. 4 Solution by E. B. Cook, Hoboken, N. J.

1 KS K 5+ K R 5
2 KS × SP+ P × S
3 QS × SP+ B × S
4 R KR 8+ B —
5 R × B+ K × R
6 P (Q) Q KS 7+ or (B)

7	K × Q	R KS 8+
8	K × R	R QB 8+
9	B × R	P KB 5 or (A)
10	B KB 5	——
11	Q mates.	

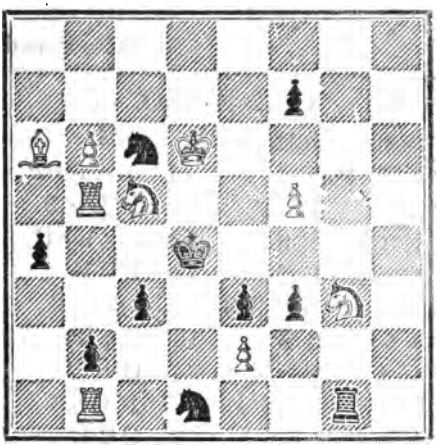
(A) If anything else mates equally on the 11th. move.

(B.) 6 either R QB 6.

7	B K 2+	Q —
8	B × Q+	K R 5
9	Q KR 7+	K × P
10	Q KS 7+	——
11	Q mates.	

All other variations on Black's side allow White to mate sooner.

PROBLEM NO. 5.



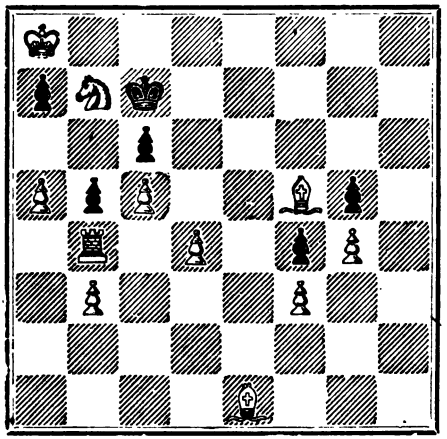
White mates in four moves.

GAME NO. 2. (Sicilian Defence.)

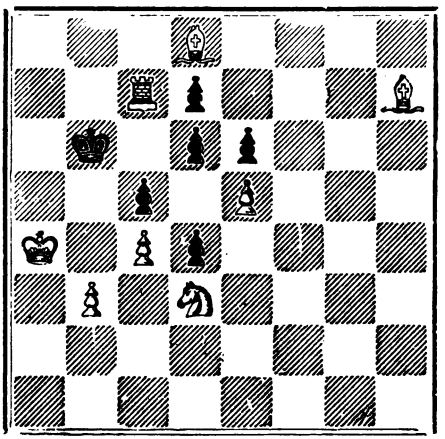
	Brownson.	Kuhne.		Brownson.	Kuhne.
1	P K 4	P Q B 4	16	S × S	B × B
2	P Q 4	P × P	17	S K 7+	K R 2
3	S K B 3	P K 4	18	R Q	Q R Q
4	B Q B 4	S K B 3	19	S K B 5	P Q 6
5	S K S 5	P Q 4	20	S K 3	K R K
6	P × P	P K R 3	21	S K S 2	B K 4
7	S K B 3	B K S 5	22	R Q 2	B Q B 2
8	P K R 3	Q Q B 2	23	S Q B 3	R Q 2
9	R P × B	Q × B	24	K S K 3	B Q R 4
10	S × K P	Q × Q P	25	Q R Q B	R Q 5.
11	0—0	B Q 3	26	P Q R 3	P Q R 3
12	B K B 4	0—0	27	P Q S 4	B Q B 2
13	P Q B 4	Q K 5	28	Q R Q	K R Q
14	Q K B 3	Q × Q	29	Q S Q 5	S × S
15	P × Q	S Q B 3	30	B P × S	Q B K B 5
			31	R × P and wins.	

GAME NO. 3.

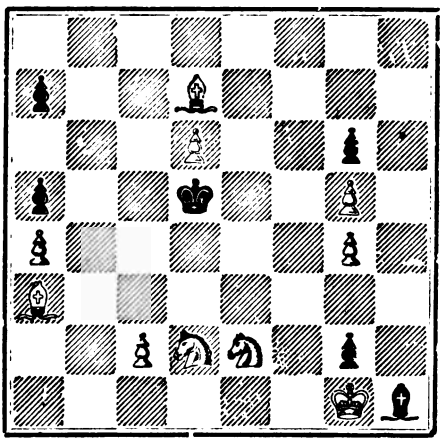
	Brownson.	Gottschalk.		B.	G.
1	P K 4	P K 4	11	B × K B P	B × P
2	P K B 4	P × P	12	P K S 3	B K S 4
3	S K B 3	B K 2	13	S × K S P	B × B
4	B Q B 4	B R 5+	14	P × B	P K R 5
5	K K B	B K B 3	15	Q S Q 2	B × S
6	P K 5	B K 2	16	B × B	S K R 3
7	P Q 4	P Q 4	17	Q K 2	S Q B 3
8	K B K 2	P K S 4	18	P Q B 3	Q K 2
9	P K R 4	P K S 5	19	Q R K	S × B
10	S K R 2	P K R 4	20	Q × K S	P Q R 4



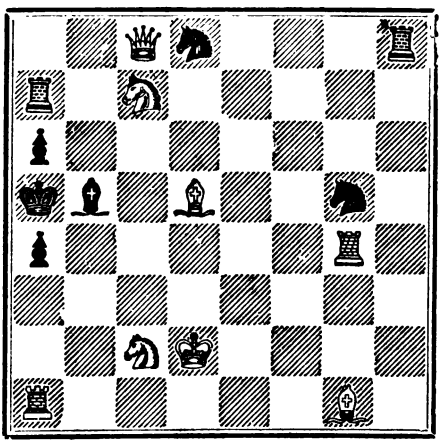
No. 37. White mates in four moves.



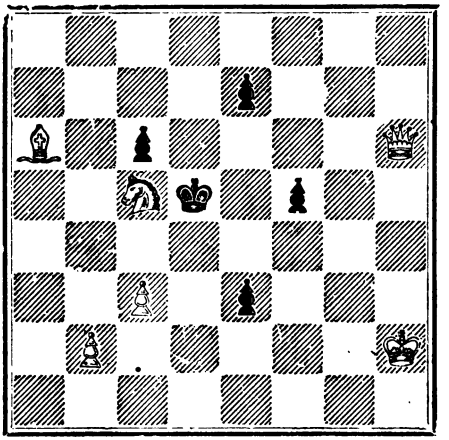
No. 38. White mates in three moves.



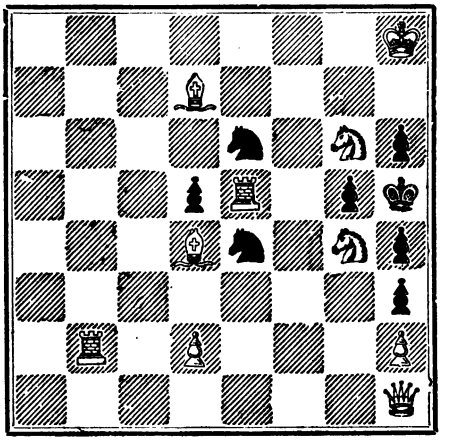
No. 39. White mates in three moves.



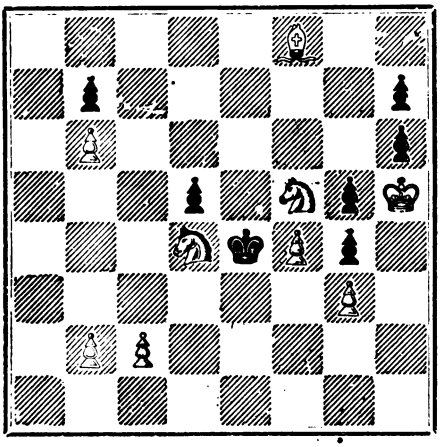
No. 40. White mates in three move.



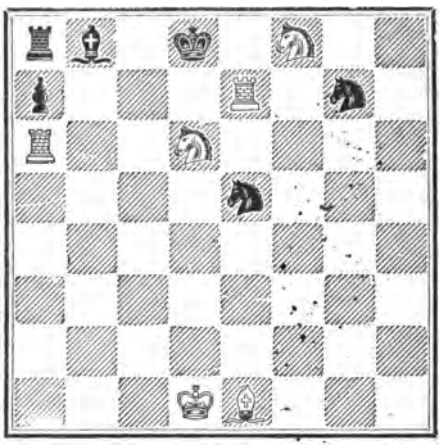
No 41. White mates in three moves.



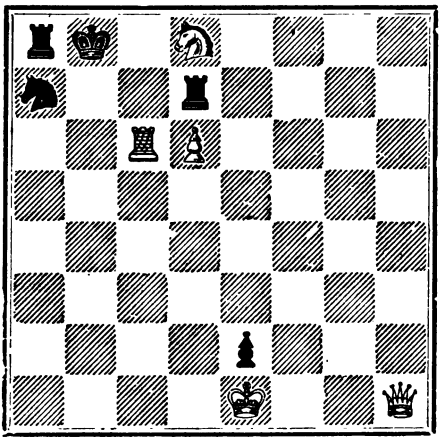
No. 42. White mates in two moves.



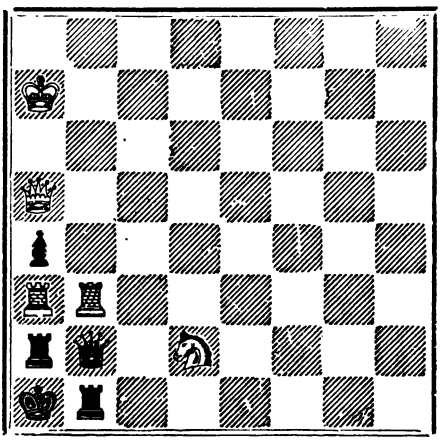
No. 43. White mates in nine moves.



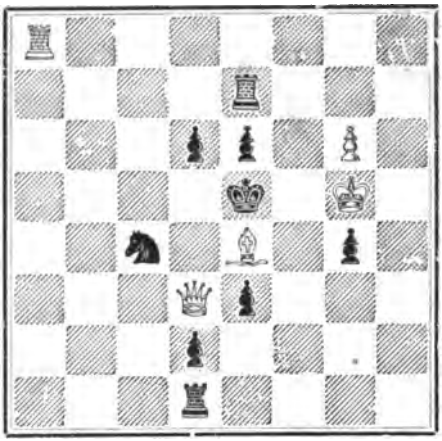
No. 44. White mates in two moves.



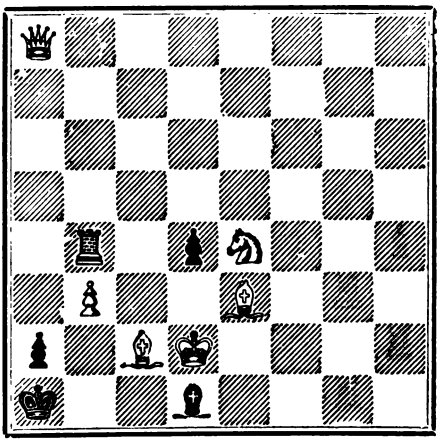
No. 11. White mates in three moves.



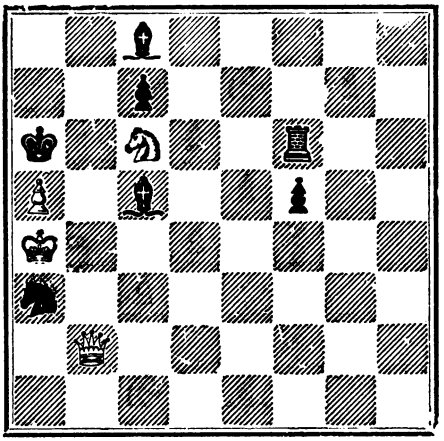
No. 12. White mates in two moves.



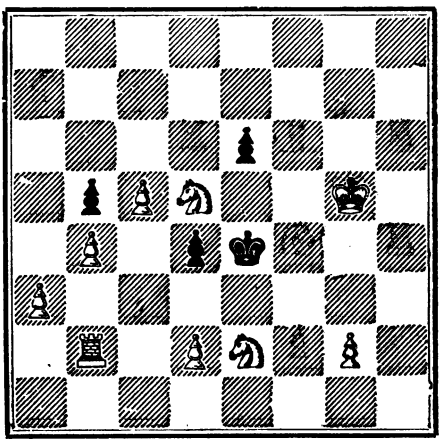
No. 13. White mates in three moves.



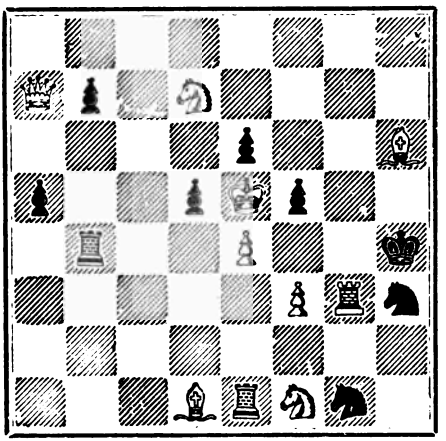
No. 14. White mates in three move.



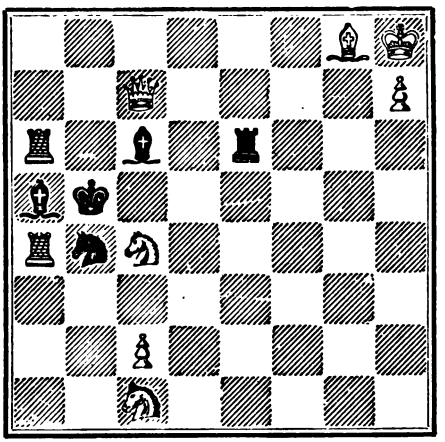
No. 15. White mates in three moves.



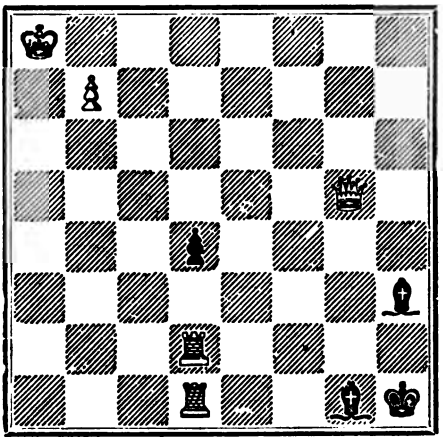
No. 16. White mates in four moves.



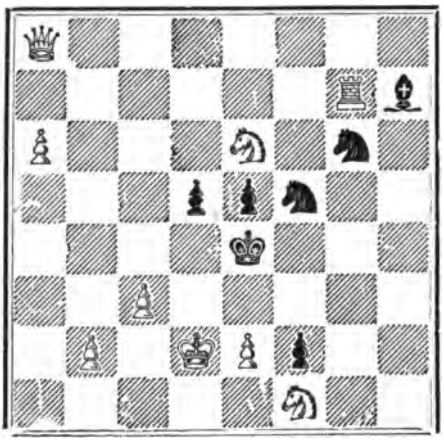
No. 17. White mates in five moves.



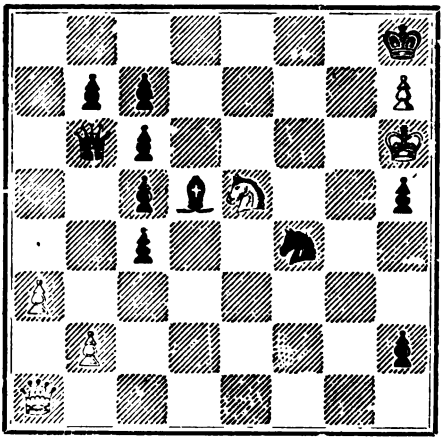
No. 18 White mates in two moves.



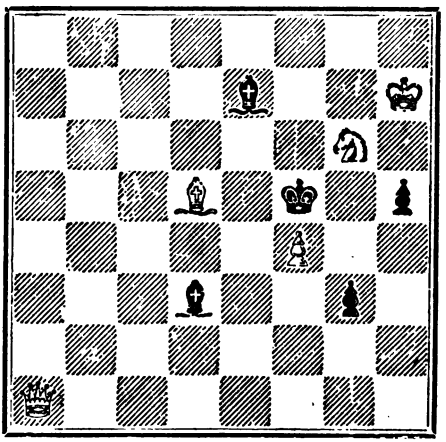
No. 19. White sui-mates in three moves.



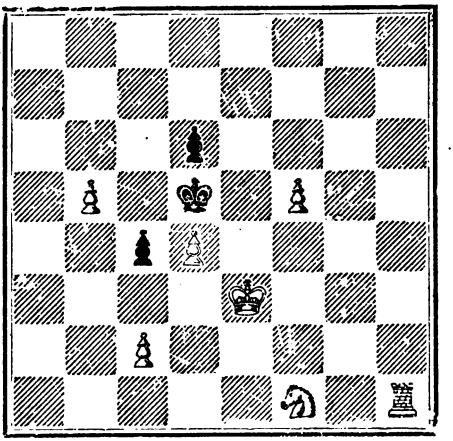
No. 20. White mates in two moves.



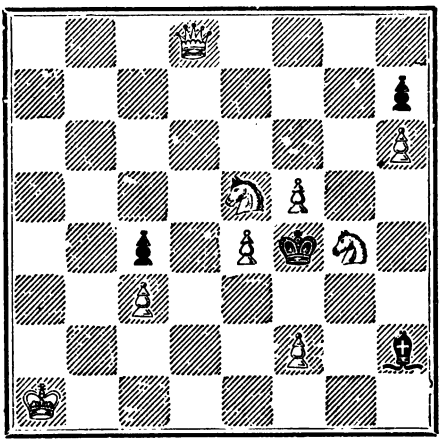
No. 21. White mates in three moves.



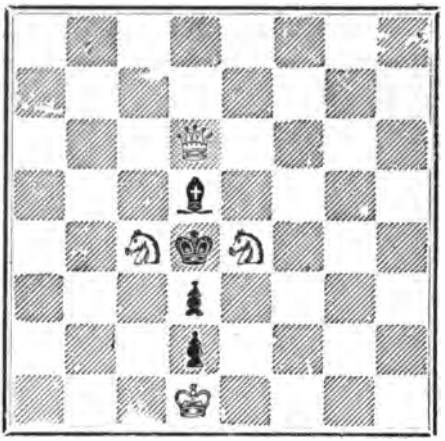
No. 22. White mates in three moves.



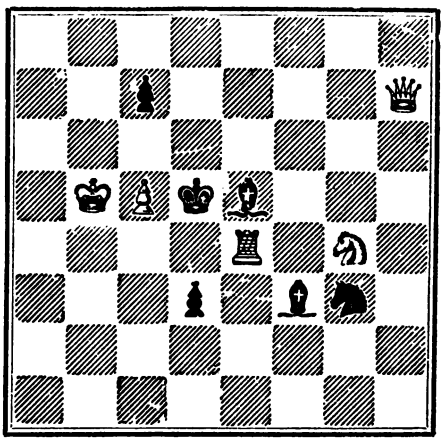
No. 23. White mates in three moves.



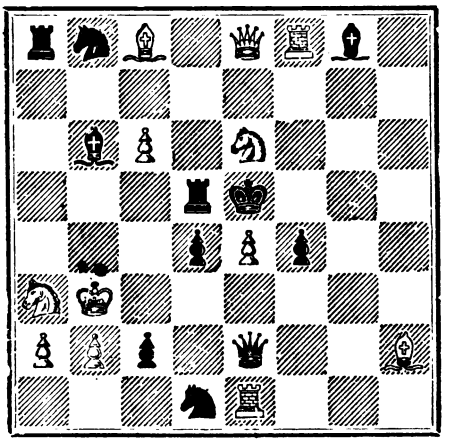
No. 24. White mates in four moves.



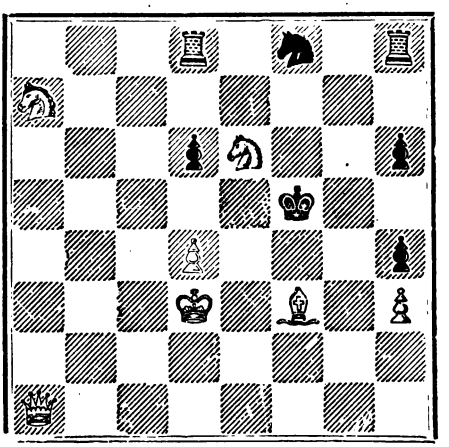
No. 25. White mates in two moves.



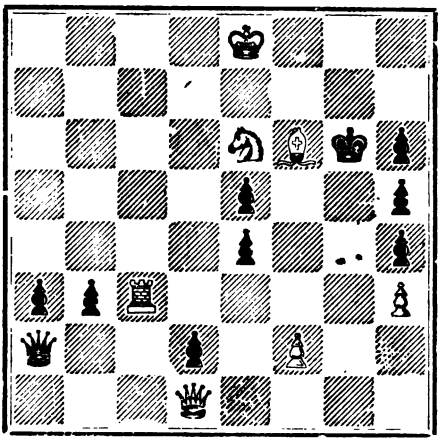
No. 26. White mates in two moves.



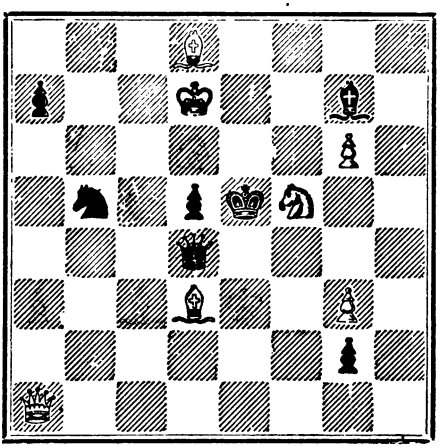
No. 27. Either mates or sui-mates in three moves.



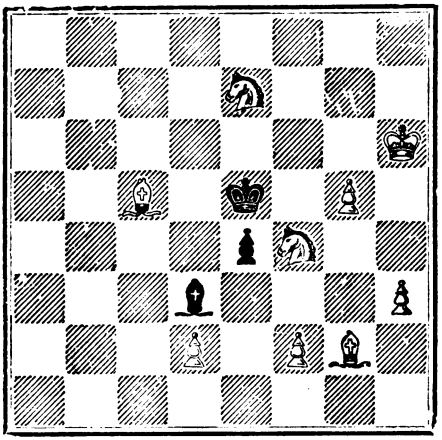
No. 28. White mates in three moves.



No. 29. White mates in three moves.

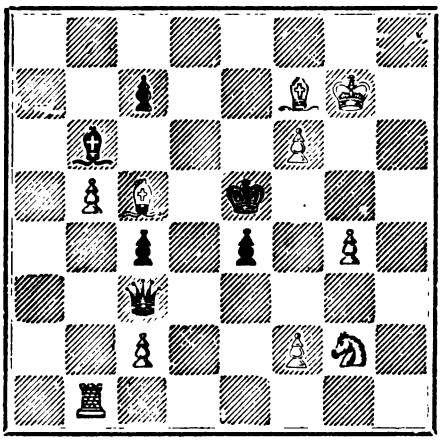


No. 30. White mates in two moves.

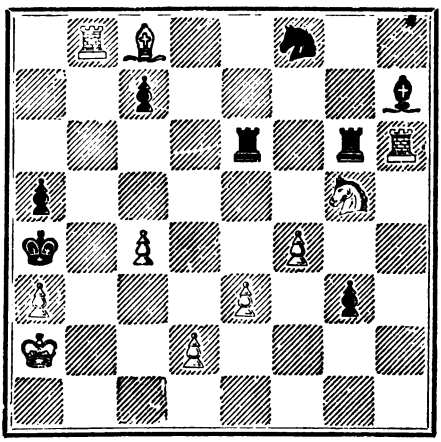


No. 31. White mates in four moves.

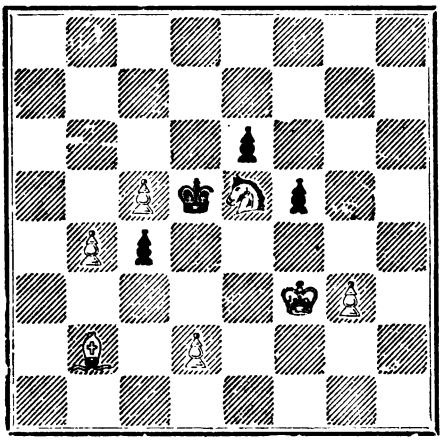
No. 32. White mates in four moves



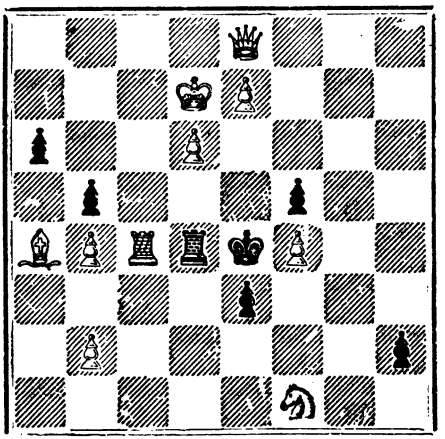
No. 33. White mates in three moves.



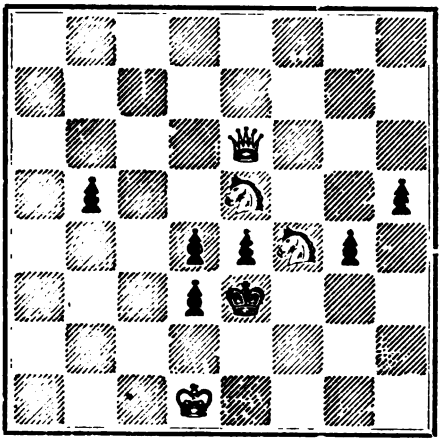
No. 34. White mates in four moves.



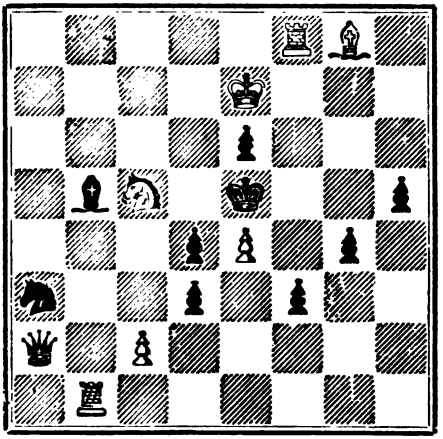
No. 35. White mates in four moves.



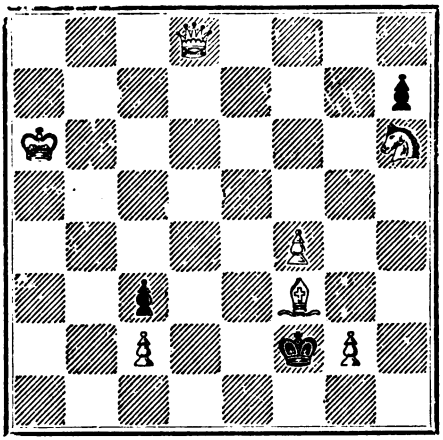
No. 36. White mates in three moves.



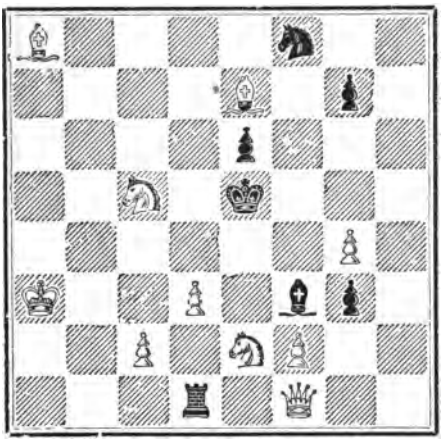
o. 37. White mates in three moves.



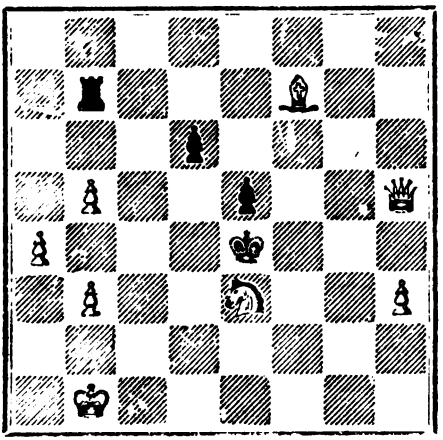
No. 38. White mates in four moves.



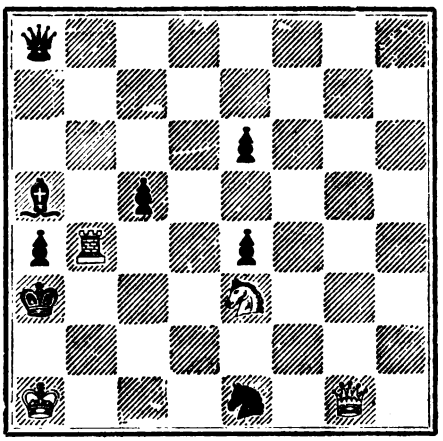
No. 39. White mates in three moves.



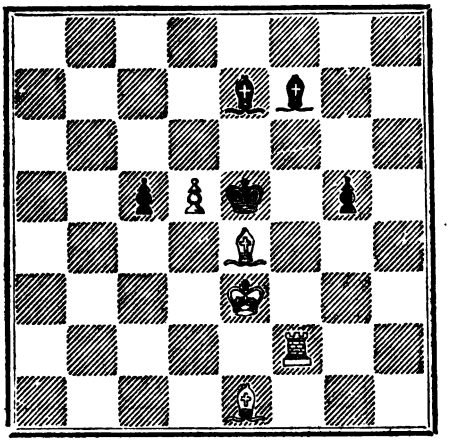
No. 40. White mates in two moves.



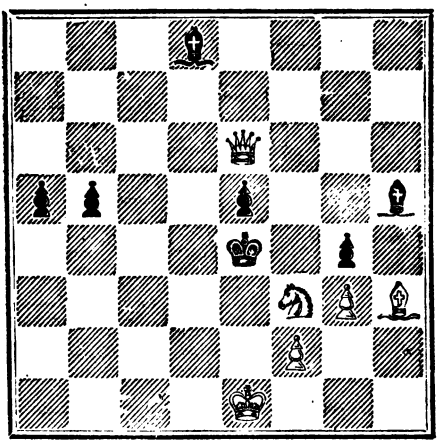
No. 41. White mates in three moves.



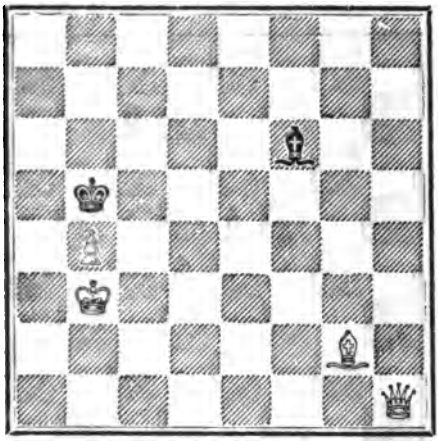
No. 42. White mates in three moves.



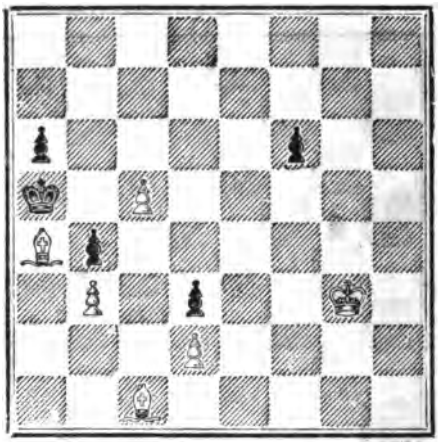
No. 10. White mates in two moves.



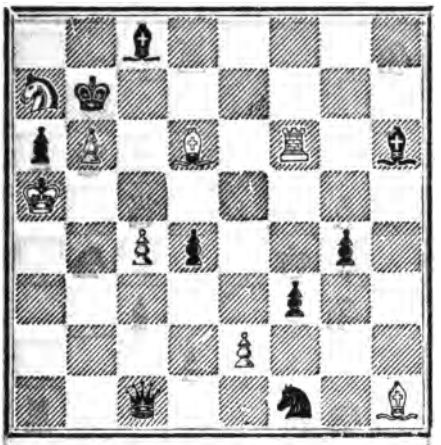
No. 11. White mates in two moves.



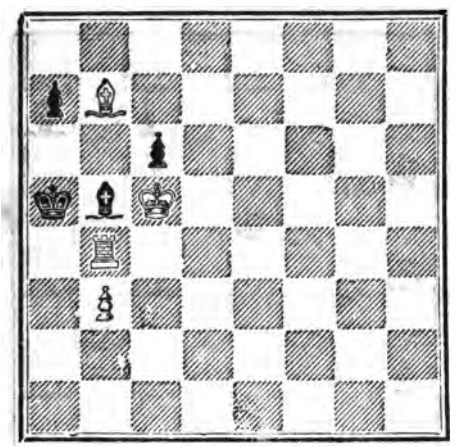
No. 12. White mates in two moves.



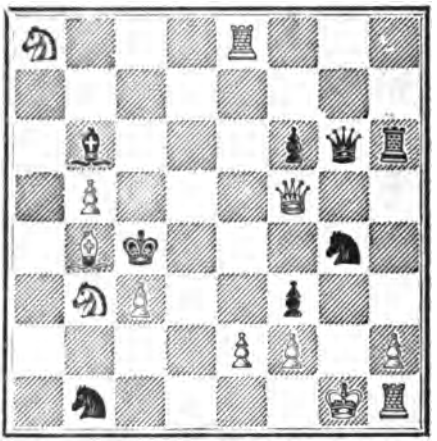
White retracts his last move and mates in two moves.



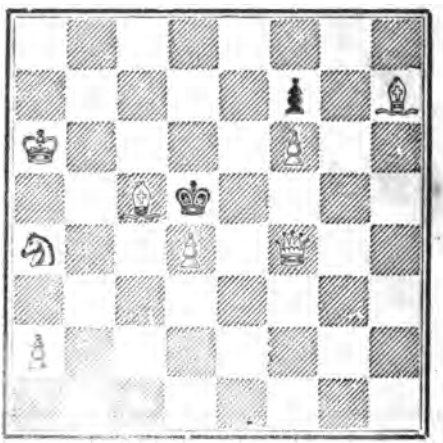
No. 14. White mates in two moves, or Black in three.



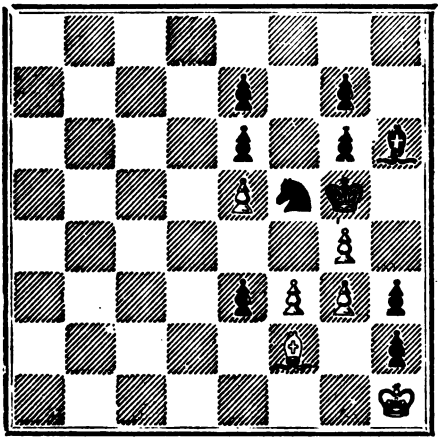
No. 15 White mates in two moves.



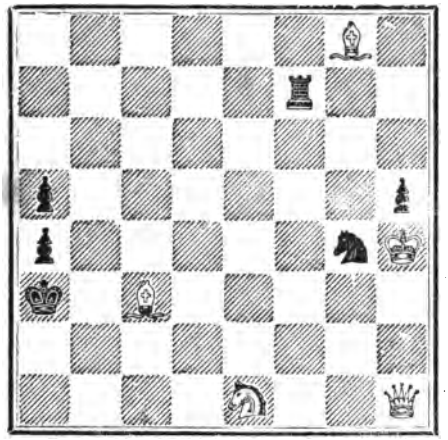
No. 16. Either mates or sui mates in two moves.



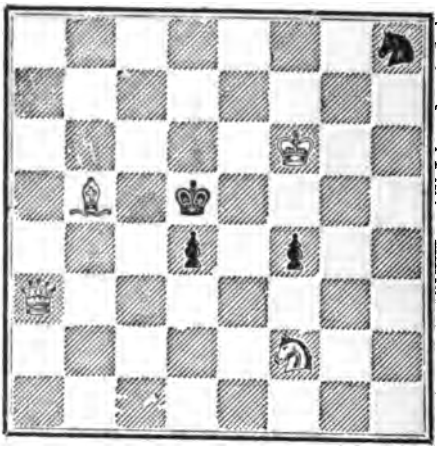
17. White mates in two moves in ten different ways.



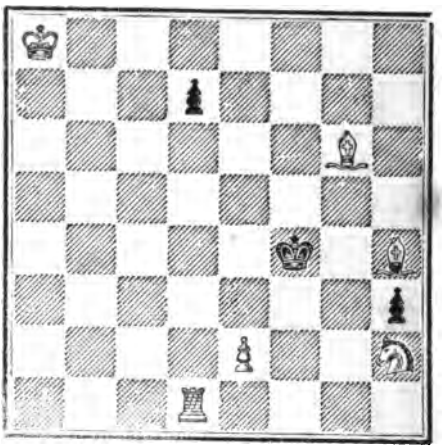
White retracts his last move and mates in two moves.



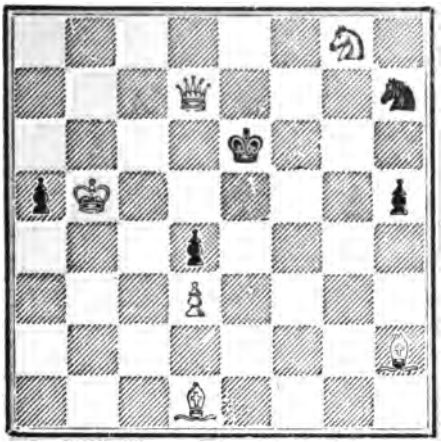
No. 19. White mates in two moves.



No. 20. White mates in two moves.



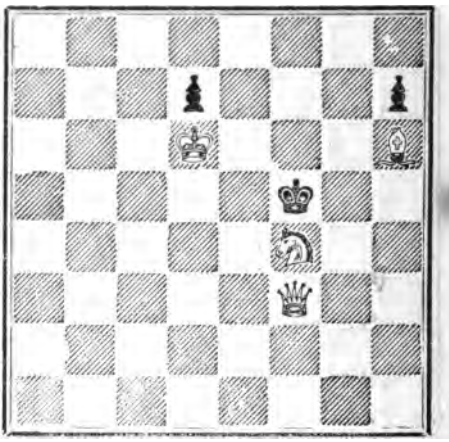
No. 21. White mates in two moves.



No. 22. White mates in two moves.

23. White retracts his last move & mates in two moves.

24. White retracts his last move & mates in two moves.



No. 25. White mates in two moves.

29 Q K 2 — 30 P K 8 (S)

31 1 R K B — R S 5 + — 2 Q K 4 +
—— — S × R — Q Q B 8 +
—— — R Q 4 — Q R 6
—— — R K 4 — Q K 4 +

32 R × S +

33 Retract Castles and play R × B

34 Q K R — 35 R × P

36 P K B 4 — 37 R Q S 4

38 Retract B from Q B 6 took S and play P Q B 3

39 Q K 5 + — 40 B K 3

41 B Q B 2 — 42 Q Q R

43 R K 4

44 1 R K B 7 + — K × R — 2 Q K 6 +
1 Q K 5 + — K × R — 2 Q K 6 +

White to sui-mate.

1 S K 8 + — K K 4
2 R K 7 + — R × R
3 Q B 5 + — K × *Q* dis. mate.

Black to sui-mate.

1 Q B 8 + — K × R
2 K B × P + — K × B (best)
3 Q Q 6 + — K × Q dis. mate.

45 1 B K S 4 — K K 5 — 2 Q Q 8

46 1 B Q 4 — K + R — 2 Q Q S 8 +
—— — B K R 5 — R Q B 6 +

47 1 B Q 4 — P— — 2 K × P

48 1 B K 6 + — K × B — 2 Q K 8 +

49 1 Q K R 2 — B B 3 + — 2 K B 8

50	1 R Q 8	S—	2 Q Q B 5 +
ALSO:	1 R × R P	B +	2 K × B
51	1 B Q 6	P—	2 R K 6
	3 K S 5	4 K B 4	5 P × P ±
52	1 Q × Q P+	K × Q	2 P (B)
	——	K Q S 4	P (Q)
	——	K Q B 2	B Q R 7
53	1 R K S 3	B K 3	2 R K S 4 +
ALSO:	1 R Q B 4	K K S 6	2 B K +
54	1 S R 8	K—	2 S S 6
55	1 S Q B 4	K—	2 R Q

No. 56 1 Q K R + B int.
2 R × S + Q × R
3 B K 5 + Q × B mates

57	1 B × K S P dis +	B × R	2 B K 7 dis +
58	1 Q K 4	B × Q	2 P B 4 +
	——	P B 7	Q B 4 +
59	1 B S 6 +	S × B	2 castles
60	1 Q × B	Q × Q	2 S Q B
	——	Q Q 3	R × P +
61	1 R Q S 6	P × R	2 P Q R 7
62	1 R × Q B P +	K R	Q K R
	——	K Q S 3	Q Q 4
63	1 S Q 5	K × S	2 Q × P +
	——	B × B	Q × B
	——	S Q B 6	Q × S +
64	1 B R 8 dis +	any	2 Q K S 7
65	1 B K R 7	any	2 R K S 6

No. 66. 1 B S 4 + P × B
2 S Q 2 P S 6

3 castles P mates.

67 1 Q K R 4 S B 5 + 2 Q × S +
ALSO: 1 Q S 5 + K × B 2 Q B 6 +

No. 68. 1 B Q S 3 + K—
2 Q Q 7 + R × Q
3 P Q B 4 + P × P mates.

69. 1 Q K R 3 R × Q 2 P S 4
—— R × K P B × R

Problem No. 70. R K S 2

71 K S K 4 K— 2 B +
—— S— B B 4 +
72 1 P (R) P K R 4 2 R K B 6
73 1 B K R 5 K— 2 R K 8 +
74 1 R Q P R 3 2 B Q 2

No. 75. 1 R Q 5 P × R
2 P Q 4 any
3 S Q B 8 — mates.

76 1 S Q 5 K × S 2 B Q 7 K K 5 3 B K 6
—— K B 4 B B 7 K— S K 7
77 1 B R 7 + K B 2 R B 2 B— 3 R × B +
78 1 S × S + B × S 2 R Q R 5 K— 3 Q B 6 +
79 1 S B 2 P— 2 R Q 8 P— 3 B Q 7
80 1 Q K S 2 R × P + 2 S × R + K B 8 3 Q B 6 +
—— B × R P 2 Q S 7 + K B 6 3 Q B 7 +
81 1 P R 4 P K 5 2 B Q 2 P— 3 S × P
82 1 Q Q 4 + K S 3 2 Q B 5 + K × Q 3 B K 4 +
83 1 B K 8 + 2 R Q B 4 P × R 3 B Q B 6
84 S R 2 R K B 8 + Q S 8 + B B + B K S 5

No. 85. 1 B R 2 P K 4
2 B K 4 K × B

3 S Q 2+ —— 4 K B 3

86 1 S S 7 K×S 2 S B 5 +

87 1 S S 7 + K Q 2 S B 6 + K B
3 S × B + K— 4 S B 6 + 5 mates

88 1 B Q S 3 K B 6 2 S K 3 K Q 6
3 S B 2 K— 4 B K 5 5 mates

89 Retract Q from Q B × Q and play:
1 Q R 3 + K S 2 4 R R 8 + Q × R
2 P R 8(Q) K × Q 5 Q B 8 + Q×Q +
3 K×S S— 6 P S 7 + Q × P mates
if 3——Q Q 8 4 P (Q)+ Q×Q
5 Q B 8+ Q × Q+ 6 P+ Q×P mates

90 1 P Q S 3+ 2 P Q 4 3 B R 5 +
4 Q K B + 5 R Q 6+ 6 B S 5 + B±

91 R K 6 K×R 2 P B 4 P R 6
3 B S 4 P × B 4 P B 5 ±

92 P S 4 B *Q* 4+ B S B Q 3 B B+

93 1 K B 3 2 K S 2 3 K R 3
4 S S 4 5 K R 4 6 R Q 4
7 Q B 2 + 8 Q Q 2 9 Q Q 5
if P (*Q* or B) 10 R K 6+ K×R 11 *Q* R 5
—P (S) *Q Q* 3 + S×*Q* R+
—P (R) *Q* K 4 + R×*Q* R+

94 1 R K 3 2 B S 4 3 P B 3
4 B B 5 5 B×P 6 R K 7

95 1 S *Q* 4 + 2 *Q Q* B 5 3 R K 3 +
4 R S 8 5 R *Q* S 8 6 *Q* R 7 + 7 S B 2 +

96 1 R B 2 B *Q* 5 3 R B 3 · 4 B B 6
5 R B 5 6 B *Q* 7 7 B × B R × B ±

97 1 S × P 2 B R 3 3 B B 4 B B 2

5 B S 6 S R 2 7 B S 2 P × B ±
98 1 B K B 4 + 2 B K S 6 + + 3 B K R 7 +
4 B *Q* 6 + 5 B S 6 + 6 B K 7 +
7 B B 5 -- 8 B *Q* 6 + 9 R R —
99 1 B B 7 + 2 P + 3 *Q* × S P +
4 S × P + 5 R S + 6 R S 3 ±

No. 100.

1 B K S 3 + P × B
2 R × P + B × R
3 R × S + B R
4 *Q* B + K B 2
5 K *Q* 7 B R 7
6 K K 6 B S 8
7 K B 5 B R 7
8 K S 4 B S 8
9 S B 5 B R 7
10 *Q* *Q* 2 + K S 8
11 S × P B × S
12 K × B *Q*uod erat demonstrandum.

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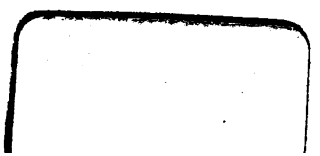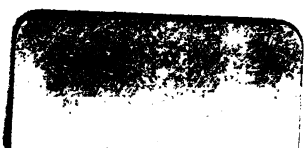
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